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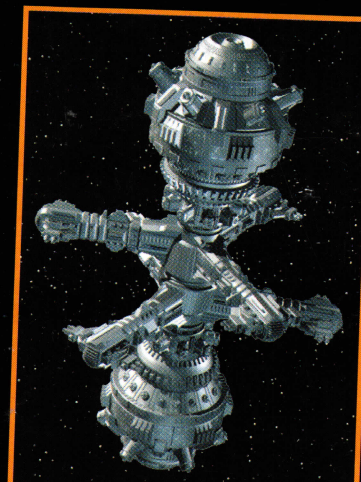
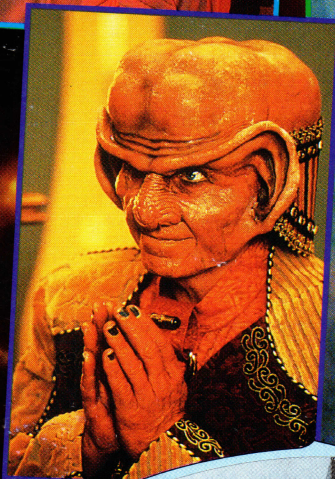
THE OFFICIAL STAR TREK[®] FACT FILES 229



Captain Christopher Pike
Guide to a STARFLEET legend

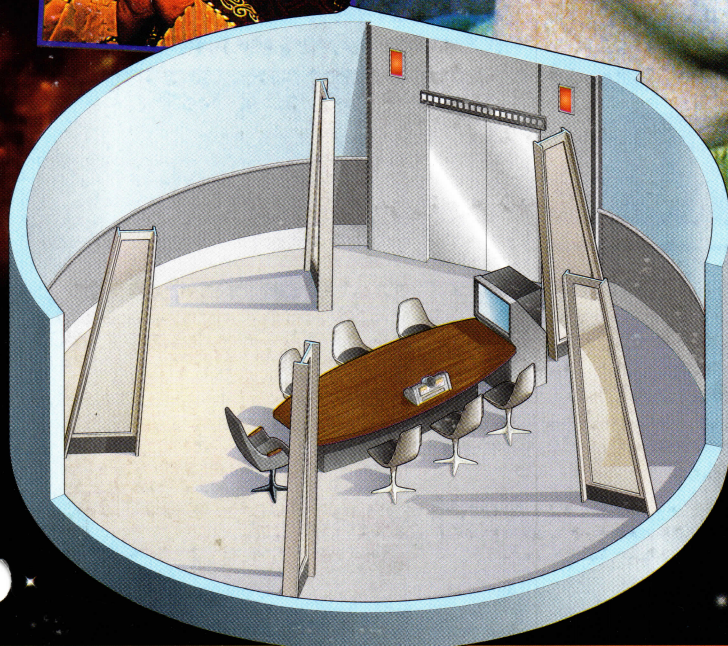
Klingon Captain Kargan
Giving orders to Commander Riker

Leck the Eliminator
Favoring conflict over profit

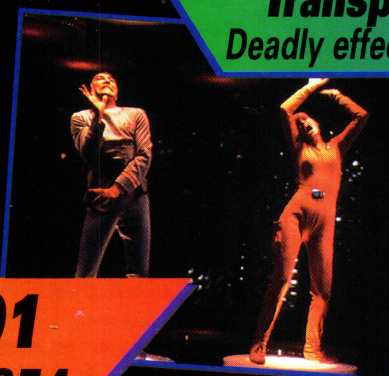


The Invisible Ba'Neth Station
Advanced base of a reclusive species

Transporter Malfunctions
Deadly effects of technological failure



U.S.S. ENTERPRISE NCC-1701
Exploring the Briefing Room circa 2254



ISSN 1364-3983



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THE OFFICIAL STAR TREK® FACT FILES



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New Alphabetical Entries and Updates

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Published by GE FABBRI Ltd.

Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.

179 Dalling Road
London W6 0ES

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Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series

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Colour reproduction by Bright Arts Graphics (S) Pte Ltd

Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd

Trade distribution by COMAG (Tel. 01895 444055)

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The Guide to the STAR TREK Galaxy

FILE 1 CARD 93

THE PIKE INDEX

Before Captain James T. Kirk took the helm of the *U.S.S. Enterprise NCC-1701*, Captain Christopher Pike commanded the legendary vessel on a voyage of discovery, boldly going where no man has gone before.

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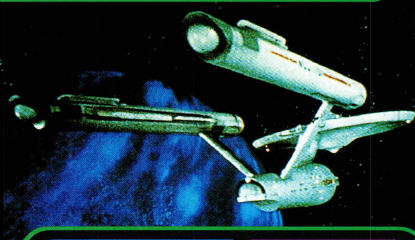
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U.S.S. Enterprise NCC-1701



FILE 20 CARD 1

Captain Christopher Pike commands the *U.S.S. Enterprise NCC-1701* throughout the 2250's.

Number One



FILE 43 CARD 2

Number One is the stern but gifted first officer aboard the *U.S.S. Enterprise NCC-1701*.

FILE 20 CARD 1C

Mr. Spock



Mr. Spock maintains a loyalty for Captain Christopher Pike over a decade after he served under him.

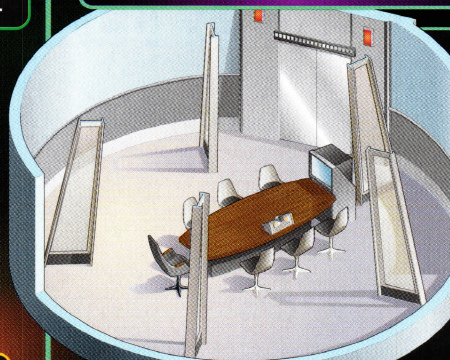
FILE 43 CARD 4

Captain Christopher Pike exhibits all of the qualities necessary for a Starfleet officer: he is brave in the face of danger, and views his mission, and the Galaxy around him with a sense of wonder.

Captain Christopher Pike

FILE 43 CARD 1

U.S.S. Enterprise NCC-1701: Briefing Room Circa 2254



The briefing room aboard the *U.S.S. Enterprise NCC-1701* in the 2250's provides the senior staff with a suitable facility to hold mission briefings.

FILE 20 APPENDIX CARD 2

U.S.S. Enterprise NCC-1701: Main Bridge Circa 2254



Crew under Pike

Captain Pike's crew are dedicated to him, and follow his every order without question.

During the 2250's the bridge of the *U.S.S. Enterprise NCC-1701* is decorated in sober shades of blue.

FILE 20 APPENDIX CARD 1

"I'm tired of being responsible for two hundred and three lives."

— Captain Christopher Pike



The Rigel System



Captain Pike loses three crew members at **Rigel VII** in 2254. Pike's yeoman is among the casualties.

FILE 4 CARD 2

The **Talosians** capture **Captain Pike** in 2254. They use their telepathic abilities to place him in a variety of different environments.

Talosians

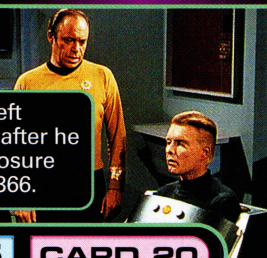
FILE 18 CARD 20

Vina



Vina's broken body was reconstructed by the **Talosians** after the **S.S. Columbia** crashed in 2236.

Dealing with Disability



Captain Pike is left wheelchair bound after he suffers severe exposure to **delta-rays** in 2366.

FILE 65 CARD 20

Standard Issue Equipment: 2254

Landing party members are provided with functional wrap-around jackets to protect them from the elements on alien worlds. A variety of portable analysis devices provide a means of conducting research.

Starfleet Equipment: 2254



Starfleet officers use **laser pistols** when they undertake landing party missions in 2254. These handheld weapons have a variety of power settings.

FILE 61 CARD 1B

PIKE STARSHIP LOG: Key episodes

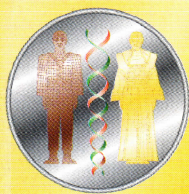


'The Cage'

FILE 67 CARD 1



'The Menagerie', Parts I and II
FILE 68 CARD 15



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 167

IDEN'S HOLOGRAMS



OTHER GROUPS
AND RACES

Created as mere training programs, these holographic life forms transcend their programming, acquiring sentience and a burning desire for both freedom and revenge.

Ironically, the genesis of the holographic life forms who murder numerous **Hirogen** hunters prior to **Stardate 54337.5** comes about as the result of a rare error of judgement on the part of a **Starfleet** captain.

Captain Kathryn Janeway, of the **U.S.S. Voyager NCC-74656**, gives the ferocious **Delta Quadrant** race the secrets of holographic technology with the best of intentions. She hopes that in stalking holographic prey, the Hirogen will be able to satisfy their cultural imperative, and at the same time move toward a less aggressive, broader-based society, without needing to take the lives of sentient organic life forms.

This noble objective is partially achieved; the Hirogen do stop hunting organic life forms, and there is, in a handful of years, a notable stratification of their society, with the development of the technician as well as the hunter class.

The Hirogen's hunting instincts, however, are not satisfied with simple pursuit programs; they

want their prey to be as realistic as possible. Disabling the Starfleet-generated **holodeck** safety protocols guarantees a greater challenge, along with heightened sensory subroutines, enhanced learning algorithms, and countless other modifications that raise the intelligence of the holocharacters and their ability to adapt and counterattack. This learning process eventually crystallizes into sentience, and one such sentient program, with the appearance of a **Bajoran** male named **Iden**, develops a taste for vengeance.

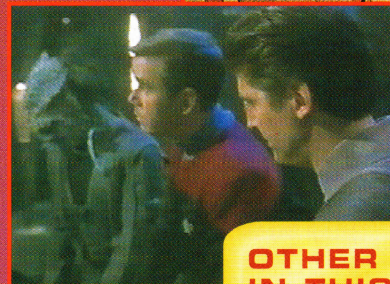
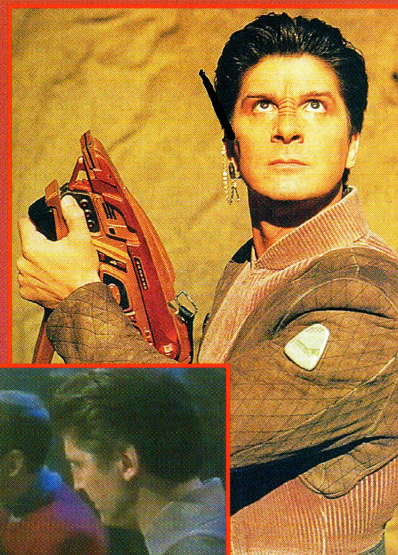
Holographic holocaust

Formerly the **Hirogen Alpha's** favorite prey, the Iden hologram has been hunted to death countless times, learning and adapting with each

episode. Eventually, he transcends the limits of his programming, and leads his fellow sentient holograms on a vengeful crusade. Possessed of all the knowledge in the holographic database, it would be a comparatively simple matter for them to escape captivity, but Iden is not content with just freedom. Inspired by the civil war raging between the **Lokirrim** holograms and their organic creators, he fires his people with rage, and sets them against their captors, exterminating every Hirogen in the facility. Downloading his people onto a ship via a holomitter, he then seeks out further training facilities, and liberates them in a similarly brutal manner, his followers growing with each massacre.

The aftermath of one such slaughter attracts the

▶ **Iden takes the form of a Bajoran male during his quest to liberate holograms from Hirogen oppression.**



▲ **The holograms have been assigned their appearance by the Hirogen who programmed their matrix. They care little for what race they resemble, and merely wish to be recognized as an independent race.**

OTHER CARDS IN THIS FILE...

- 106 THE HIROGEN
- 144 PHOTONIC ALIENS
- 166 THE LOKIRRIM

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WORKING TOGETHER

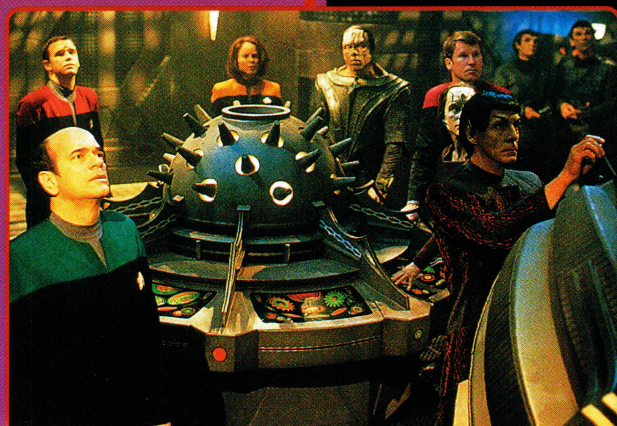
Photonic Integration

Each of Iden's holographic followers originates from the same basic optronic data matrix, and are created in the image of numerous races, from every quadrant of the Galaxy; **Vulcans, Terrans, and Bajorans** are represented, as are traditionally inimical species such as the **Cardassians, Romulans, Borg, Kazon, Jem'Hadar, and Breen**. Each character is programmed with the basic knowledge,

background, and traits of his or her species; for example, Iden's Bajoran matrix includes a deep and sincere spiritual belief in the Prophets.

Whatever their traditional antagonisms, the diverse species represented in Iden's holographic citizenry work together as an efficient unit toward their desired goals.

▶ **The diversity of Iden's holographic crew is unparalleled; humans, Vulcans, Romulans, Cardassians, and Borg all stand side-by-side.**



Designation	Unknown
Class	N/A
Quadrant	Delta
Inhabitants	Holographic life forms

Characteristics	Holograms created as training programs by the Hirogen. They develop sentience and a desire for freedom.
Government	Hierarchical, with one overall leader. This post is held by Iden, until the decompilation of his program.
Technology	The race has not developed their own technology, but are highly skilled at adapting and improving upon the innovations of organic species.
Starship log	STAR TREK: VOYAGER 'Flesh and Blood'

GALAXY FACTS

- ▶ Iden's holograms possess, among many other refinements, enhanced memory and sensory subroutines, expandable data processing facilities, and complete tactical algorithms.
- ▶ Each holomitter is an independent subsystem with its own power generator, and is protected by three layers of ablative armor.



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 167

IDEN'S HOLOGRAMS

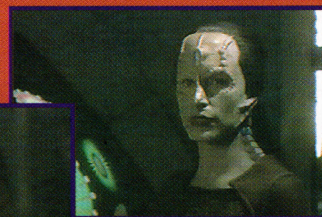


OTHER GROUPS AND RACES

▶ *K'Jal is Iden's second in command. She has the appearance of a Cardassian, but displays few of that races' personality traits.*



▶ *The Doctor attempts to correct a fault in a holographic Klingon.*



▶ *Romulans are not usually to be trusted; however, in Iden's group, everyone is given equal respect.*

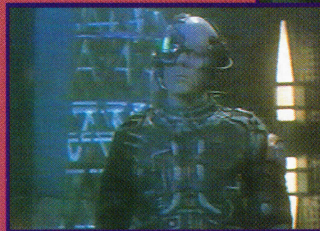


▶ *A holographic Breen is among those who join Iden's liberation movement.*

▶ *The Doctor argues that he is a physician bound by the Hippocratic oath, and not a fighter.*



▶ *Iden can even claim a holographic Borg among his ranks. He does not judge by appearance alone.*



attention of *Voyager's* crew, when the Starfleet vessel intercepts a distress call on the Hirogen frequency. Tracking the call to its source, an away team is astonished to discover an entire space station devoted to holographic projections – a giant holodeck which serves as a bizarre mausoleum for the 43 Hirogen corpses scattered across its floor. Hirogen ships contact *Voyager*, and claim that the massacre was caused by a holographic malfunction, but the facility's sole survivor, a member of the new technician caste named **Dr. Donnak**, reveals the truth; the holograms were not malfunctioning, but were operating within their new enhanced parameters. In their desire for challenging prey, the Hirogen have created an

opponent whose skills outstrip their own. After *Voyager's* **Emergency Medical Hologram** is abducted by Iden's followers, the crew of the **Federation** starship enter into a reluctant alliance with the Hirogen to bring the rogue holograms to justice.

Meanwhile, on the hologram's ship, the **Doctor** finds his sympathies aroused by Iden's people, who only want to find a home world – a **Class-M** planet is not necessary, as they do not need a breathable atmosphere, and can project any environment they require – in which to build their community. The Doctor works beside Iden's aide, a **Cardassian** female hologram named **K'Jal**, in order to solve a medical crisis; the holograms are unable to repair their own

matrices, but in a daring improvised procedure of subroutine transplantation, the Doctor soon has the damaged holograms fully functional again.

Join the crusade

Iden attempts to suborn the Doctor to his cause, and claims that he is, in a sense, the father of Iden's race; it was the Doctor's ability to grow beyond his programming that caused the Hirogen to develop a similar facility in their holograms. When the Doctor remains uncertain, Iden orders him subjected to the experience of the hunt, as the prey. With the horror of his own violent death still fresh in his mind, the Doctor agrees to help.

He enlists the reluctant cooperation of **B'Elanna Torres** in refining the

photonic field generators with which Iden's people hope to maintain their new world. Even the skeptical Torres is impressed by the sincerity of most of the holograms, and begins to sympathize with them.

These feelings are abruptly shattered, however, on seeing Iden order the destruction of a passing **Nuu'Bari Vessel** when its organic crew refuse to surrender their holograms for liberation.

Iden's zeal has tipped over the edge into megalomania, and he starts speaking of a grand crusade to build a home for his people – after freeing every hologram in the Galaxy, and exterminating their organic oppressors. While the Doctor can sympathize with, though not condone, the hologram's revenge upon their captors, he cannot

allow the extermination of innocent parties to continue. When captive Hirogen are beamed to the surface of a hostile planet to be hunted to death for sport, the Doctor prevails upon K'Jal to sabotage the photonic field generator that gives the holograms substance, and contacts *Voyager* for aid. Iden is destroyed by Dr. Donnak in self-defense, and the rest of the hologram's programs are held in stasis.

Despite the insanity of Iden's crusade against organic life, K'Jal and Dr. Donnak believe that the search for a new **Adara**, a "Home of Light" where the holograms can find a sanctuary, is a goal worth pursuing. With the programs for all the surviving holograms in the photonic field generator, they set off on a quest for such a planet.

DELTA QUADRANT COLOSSEUM

Arena of death

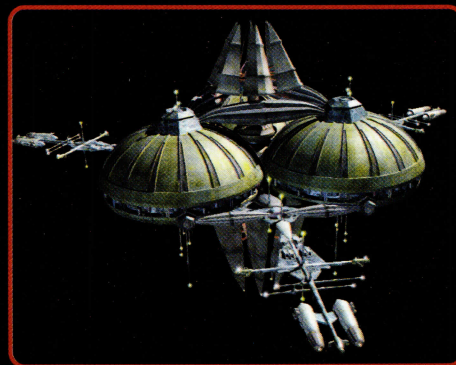
The **Hirogen Training Facilities** are isolated space stations, where the Hirogen satiate their desire for the hunt in pursuing sophisticated holographic opponents. The original Starfleet-designed safety protocols have been neutralized, in order to make the danger of the chase more thrilling for the hunters.

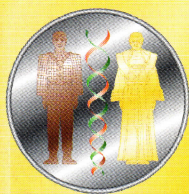
Tragically, this leads to the destruction of all Hirogen personnel in several training facilities when Iden raises his fellow holograms to sentient status, and liberates his people by inducing them to exterminate their creators.

▶ *The Hirogen train in massive space stations outfitted with holotechnology.*



▶ *The holograms display little respect for life in their bid for freedom. They track and severely injure a young Hirogen on the station.*





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 169

THE ALDEANS



OTHER GROUPS
AND RACES

The Aldeans are inscribed in legend for their advanced technology and dedication to cultural pursuits, but by 2364 they face the very real danger of being consigned to history. They decide to take from the *U.S.S. Enterprise NCC-1701-D* the one thing they lack: a future.

The Aldean civilization is the Atlantis of the 24th century – a world thought lost forever, shrouded in mystery and romance. The stories told about this supposedly mythical, wondrous planet are myriad, but they concur that it is home to a self-sufficient, technically-sophisticated species who gave themselves over to art, leisure, and culture.

A world concealed

Aldea is a real place, a burnt orange world situated in **Quadrant One, Mark 90** of the **Epsilon Mynos System**. It has remained concealed from the rest of the Galaxy for millennia behind a huge electromagnetic shield containing a complicated light-refracting mechanism, similar to a **Romulan cloaking device**. This has traditionally kept the planet safe from marauders and hostile passersby, though there appears to be nothing to stop space vessels from unknowingly plowing straight into the hidden world.

The only way to beam through the shield is by using Aldean technology; **transporters** of the kind used by the **Federation** and other **Alpha Quadrant** powers are ineffective. It is a highly effective barrier that even shipboard sensors cannot penetrate, though random fluctuations can lead to momentary weaknesses in places. **Empaths** are nevertheless able to sense strongly the presence of thousands of minds behind the shield, on the surface of Aldea.

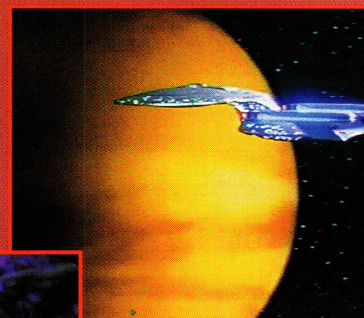
The history of Aldea is littered, by their own admission, with the deaths

of those who wanted more and more, for whom nothing was ever enough. The society has evolved a very simple way of living, whereby something is given in return for whatever is taken.

Regimented grouping

The Aldeans live in 'units' similar to the human concept of family. They are formed by people who share similar talents and interests, presumably following the theory that a creative environment allows talent to flourish. In this way the units incorporate family life,

▶ *The planet Aldea is a golden globe that appears most inviting from orbit. It is usually concealed from view – and from sensors – by a sophisticated cloaking device.*



◀ *The crew of the U.S.S. ENTERPRISE NCC-1701-D are welcomed to the legendary planet Aldea by First Appointee Radue.*

education, and criticism.

Aldean architecture is oddly spartan for such an artistically-aware race. The predominant color is beige, with little in the way of highlights or ornamentation apart from potted plants, and the occasional gold object d'art. Light levels are kept very subdued.

The Aldeans have perfected the means of

transforming pure thought into substance via advanced musical instruments and craftsmen's tools. Each is designed to reveal that which is within; the instruments, for example, produce music from the player's heart, but the drawback is that the emotional state of the person cannot fail to be reflected.

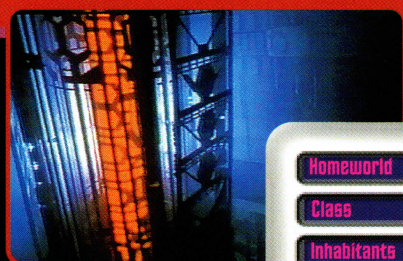
These devices and the electromagnetic shield are just a few examples of the vastly advanced technology the race is able to deploy.

RUNNING A WORLD

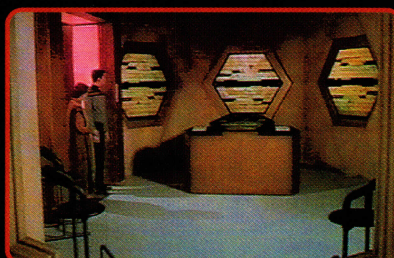
Blind faith

The **Custodian** is a computer built by the Aldeans' progenitors hundreds of centuries previously. It frees the people from burden and regulates their lives, taking care of any needs. The secrets of its workings have been forgotten over the years as the people have ceased to ask why – or how – the computer simply does as they ask, and always has. It is the hallmark of a truly stagnant civilization.

The **Custodian** speaks with a calm, male voice. It is programmed to respond only to authorized voices, though new people can be entered into the system at various levels of clearance. Third level indicates that the person can access information.



▶ *The Custodian is an immensely powerful piece of technology which cares for the Aldean's every need.*



◀ *An access room allows the many technologies and systems of the Custodian to be utilized. This spartan facility contains only a few computer consoles for personnel to operate.*

OTHER CARDS IN THIS FILE...

- 10 ANGEL ONE INHABITANTS
- 41 THE ANGOSIANS
- 66 THE ACAMARIANS

SEE OTHER FILES...

STAR TREK: THE
NEXT GENERATIONFile 69

Homeworld	Aldea		
Class	M	Quadrant	Alpha
Inhabitants	The Aldeans		
Life Forms	Aldea is populated by a race of life forms who appear close to human beings. Unfortunately, the Aldeans have been rendered sterile by the cloaking shield that hides their world.		
Technology	Aldean civilization is dominated by sophisticated technology; a cloaking shield keeps the world hidden, and the Custodian provides for the people's every need.		
Starship log	STAR TREK: THE NEXT GENERATION 'When the Bough Breaks'		

GALAXY FACTS

- ▶ The Aldean oceans used to be full of fish; it is probable that they died out as a result of the depletion of the ozone layer.
- ▶ Every chamber has a transporter portal that allows citizens to beam around the city at their convenience.



They also possess a powerful scanning system and a **repulsor beam** so powerful that it can push a starship in orbit thousands of light years away. The Aldeans claim that its full range would take a ship two generations to traverse. This kind of power could easily disintegrate any vessel.

Computer-controlled

This impressive technology, together with the rest of Aldean society, is controlled and regulated by a computer known as the **Custodian**. It occupies an entire octagonal chamber, with glowing data screens set into the walls. Its power source is a massive orange energy beam – not dissimilar to the **warp core** aboard a Federation starship –



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 169

THE ALDEANS



OTHER GROUPS AND RACES

▶ An advanced transporter device stands in the room where the children from the **ENTERPRISE** are held after they are kidnapped from the orbiting Federation starship.



▶ The Aldeans intend to distribute the abducted children from the **ENTERPRISE** among a number of deserving couples who will raise them as their own.

▶ The children abducted from the **ENTERPRISE** go on hunger strike in protest at the Aldeans' actions.



▶ The lucky Aldeans who have been chosen to raise the kidnapped youngsters arrive to claim their new family members.



surrounded by a slowly-revolving network of gantries, and it stretches over many levels.

The Custodian has brought the Aldeans peace, but there are very few of them left to enjoy it by 2364. The race has been made sterile by radiation poisoning from the depletion of the planet's ozone layer which is brought about by their protective shield – a heavy irony for those who are left. The last child was born around the 2330's. Other symptoms of the chromosomal damage include a sensitivity to bright light, a lack of appetite, and the appearance of unsightly lesions that must be treated with medicines.

The Aldean physicians attempt to find remedies,

but to no avail. They refuse to believe that the sickness is environmental, preferring to believe it is genetic. They know regardless that they must look elsewhere for the next generation, to help rebuild their heritage and maintain their traditions.

To this end, the Aldeans lure the **U.S.S. Enterprise NCC-1701-D** to their legendary world with faint, intermittent energy readings, and reveal themselves and their world to the crew. Their plan is to trade Galactic information it would take the Federation centuries to acquire in return for the most gifted children aboard the starship.

This offer naturally horrifies **Captain Jean-Luc**

Picard, who refuses. The Aldeans force the issue by abducting seven of the most gifted children and catapulting the **Enterprise** three days' travel away from the planet as proof of their power.

Looking to the future

The Aldeans treat the children kindly and gently, but they are unable to grasp the gravity of what they have done. They assign the children to specific units where their talents can flourish, based on a projection of each child's natural abilities. They fail to anticipate the resistance of the children who, led by **Wesley Crusher**, refuse to cooperate or eat, and do

not consider the internal politics caused by the presence of the youngsters.

This happens at the same time as the **Enterprise** crew take control of the Custodian, and **Dr. Beverly Crusher** discovers that the Aldeans are sterile because of their shield technology – meaning that if the children stay, they too will be rendered barren. The Aldeans agree to the return of the children.

The people are successfully treated for their radiation sickness and the **Enterprise** reseeds the ozone layer, but the Aldeans can never again use their protective cloak. The legend will die, but the race will at least go on. The ancient civilization has a long journey ahead of them, relearning their scientific secrets and becoming part of the Galaxy at large.

PROMINENT CITIZENS

Whose who

One of the most prominent Aldeans is **First Appointee Radue**, who masterminds the plan to take the **Enterprise** children. He believes totally in his world's power and right to take what they need. His second-in-command is **Rashella**, who was the last child born on the planet.

Other citizens include **Melian**, the foremost musician on Aldea; the artist **Accolan**; and **Duana**, an older citizen who shows **Wesley Crusher** the Custodian, but fails to understand its workings.

▶ **Rashella** was the last child to be born on the now sterile planet Aldea. She serves as **Radue's** second-in-command, and, in 2364, takes **Alexandra**, a young girl from the **ENTERPRISE** as her own, vowing never to "let her go."

▶ **Melian** is renowned as the most celebrated musician on Aldea. He is "honored" to be given custody of young **Katie** from the **U.S.S. ENTERPRISE NCC-1701-D**.



▶ **Leda** and **Accolan** promise to bring out the artistic skills of the young human boy **Harry**.





SHIP:

U.S.S. ENTERPRISE NCC-1701-D

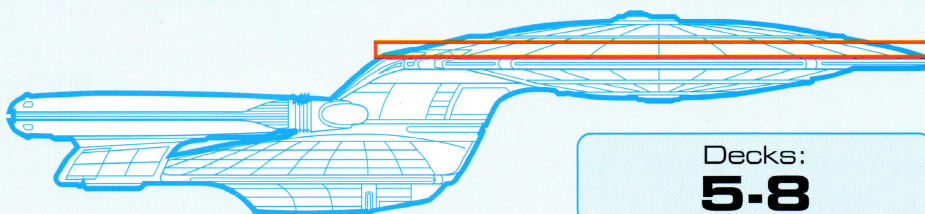
SYSTEM:

DECK-BY-DECK

LOCATION:

DECKS 5-8

Decks 5-8 of the *U.S.S. Enterprise NCC-1701-D* contain a large number of crew quarters, along with several important mission specific facilities.

Decks:
5-8**DECK 5**

Deck 5 of the *U.S.S. Enterprise NCC-1701-D* continues the familiar oval shape of the upper **saucer section**, and provides valuable additional maintenance space for **Shuttlebay 1**, on Deck 4 directly above. Positioned toward the rear of the stern section of Deck 5 is the lower shuttle maintenance floor, with access to Shuttlebay 1 reached by shuttle lifts. The central section of Deck 5 houses the upper section of the twin main computer core, deliberately positioned in the center of the saucer section to maximize protection to this vital primary system. A number of spare **turbolift** cars are located between the upper

main computer core and the lower shuttle maintenance floor.

The outer section of Deck 5 is dedicated to crew quarters. In addition to standard accommodation, a number of VIP guest suites for visiting dignitaries are provided. These offer a very high standard of facilities for both work and relaxation.

Situated to the rear port side of Deck 5 are a series of environmental systems monitors vital to life support within the vessel. Lifeboat access is via the escape pods on Deck 6, with clearance for these pods built into the forward edge of Deck 5.



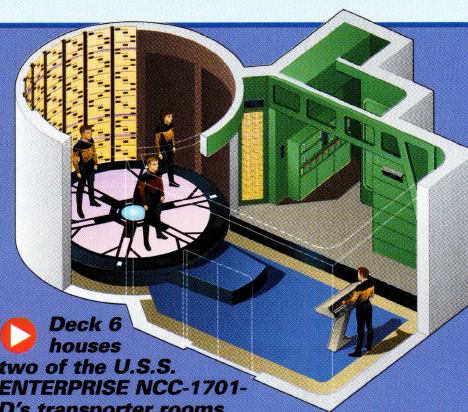
▲ The *U.S.S. ENTERPRISE NCC-1701-D*'s VIP guest suites are used by an Antican delegation in 2364.

DECK 6

Deck 6 contains one of the most important facilities available to any **Starfleet** vessel — the main **transporter** rooms. Located to the port and starboard sides of the main computer core stack running down from Deck 5, identical transporter rooms are positioned in close proximity to the main **turbolift** network and access corridors connecting the various departments and sections on this level. In comparison to other decks within the **saucer section**, Deck 6 has a small proportion of crew quarters with two sets of 16 separate rooms arranged on the outer edges of the deck. Two dedicated crew lounges are located on the port and starboard sides of this level's leading edge. A high proportion of escape pods are contained

on Deck 6, arranged in separate banks around the outer edge of the forward and rear edges directly behind lifeboat clearance areas built into the outer hull.

Deck 6 houses a number of important laboratories and monitoring stations. Toward the rear port side of the deck are the high energy biophysics laboratories, opposite to the sensor monitoring station across the connecting corridor. Located toward the rear of the starboard side are the atmospheric physics laboratories. An aid station is positioned near to the atmospheric physics labs, indicating a readiness for any accident that may occur during experimentation within these departments.



▶ Deck 6 houses two of the *U.S.S. ENTERPRISE NCC-1701-D*'s transporter rooms.

See: **FILE 25 CARD 22****DECK 7**

The central area of Deck 7 contains the third level of the dual main computer core, accessed as it is on other decks by a series of corridors running around the opposing outer housings. Deck 7 contains the vital **pattern buffers** that link to the **transporter** rooms on Deck 6. These systems allow the temporary storage of matter that is converted to a transporter signal during beaming on and off the vessel, and have their own access areas reached by a number of doorways. Deck 7 also houses a dedicated support area for the **EPS** system running through all sections of the *U.S.S. Enterprise NCC-1701-D*.

The main **turbolift** network services a number of areas on Deck 7, and there are areas designed as turbolift pass-through regions allowing rapid access to other parts of the ship through the vertical deck structure. Deck 7 also contains an emergency turbolift for use when the primary system is offline or damaged.

A number of crew quarters are arranged around the outer edges of the forward, port, and starboard sides of the deck, along with several contingency crew accommodations for use in crisis situations, directly opposite banks of escape pods to the stern, and a series of emergency lockers arranged at the deck's bow.



▲ The general crew quarters situated on Deck 7 of the *ENTERPRISE* are comfortably equipped and spacious.





DECK 8

Running the entire length of the **saucer section**, Deck 8 is one of the largest decks within the **U.S.S. Enterprise NCC-1701-D**, along with Deck 9 situated directly below. The extremely large area of Deck 8 includes a number of empty areas in different locations that are designed with future expansion of the **Galaxy-class** infrastructure in mind, indicating **Starfleet's** commitment to the ongoing future upgrading of its vessels.

Deck 8 is the first saucer section deck that features integrated systems with the upper part of the secondary hull, alternatively referred to as the **stardrive section**. A number of hull spine conduits built into a narrow strip at the stern of Deck 8 run down to the lower decks and serve as primary systems connections to the secondary hull. This shared area also contains a **phaser** maintenance bay for the primary offensive systems of the saucer section, and is located directly adjacent to the **Battle Bridge** at the rear of the Deck.

The Battle Bridge is a small emergency area used to control the stardrive section when it is separated from the saucer section, and includes all of the systems found on Deck 1's main bridge, giving the secondary hull complete autonomy during a tactical or emergency evacuation situation. The Battle Bridge can be manned by a minimal crew during its use, although full control of offensive and defensive capabilities are available when required. Located to the port side of the Battle Bridge is a small ready room for use by the commanding officer when the two parts of the vessel are separated. In addition, a conveniently positioned conference room is located to the rear starboard of the compact



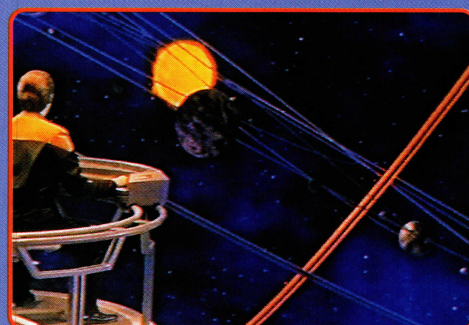
▲ **Counselor Deanna Troi's private crew quarters are located close to those of Commander Riker and Captain Picard.**

bridge. A dedicated **turbolift** connects the Battle Bridge to the rest of the vessel, allowing rapid access to this facility when required. Once the Battle Bridge is manned and systems transferred, it is possible to initiate the separation sequence by releasing the docking clamps, thus allowing both parts of the **Galaxy-class** vessel to operate independently.

Saucer section propulsion systems

In common with the decks above it, Deck 8 continues to house the twin main computer cores in its center. During separation mode, the saucer section is limited to impulse power only, with fuel housed in a number of **deuterium** surge tanks located directly in front of the impulse engine high bays to the rear port and starboard of the deck, flanking the left and right sides of the secondary hull's Battle Bridge.

A number of rooms are used for the storage of laboratory equipment to the rear of Deck 8



▲ **Deck 8 includes systems for the sophisticated and visually stunning Stellar Cartography facility.**

that are reached by a series of turbolifts, and connecting corridors for crew access. **Stellar Cartography** is housed centrally toward the front of the deck, allowing it to be easily reached by either turbolift or by foot. Environmental systems monitoring is located to the starboard side of the deck, and is used to observe and control the numerous systems employed to maintain life support aboard the **Enterprise**. This also forms part of a multiple redundancy system that automatically engages if the primary unit fails.

In addition to the numerous facilities and systems contained within, Deck 8 also features a large number of living quarters for both the crew and some senior officers; accommodation for both the ship's first officer, **Commander William Riker**, and **Counselor Deanna Troi** are located on the starboard tip of Deck 8. Perhaps most notably, this deck also houses **Captain Jean-Luc Picard's** quarters, putting him in close proximity to all parts of the ship in a crisis.

▼ **Captain Picard's private quarters allow him space in which to escape from his official duties aboard the ENTERPRISE.**



▲ **Spaciousness and comfort are less of a priority in the secondary hull's Battle Bridge than they are in the main bridge located on Deck 1.**



See: **FILE 25 CARD 4**

▲ **The Battle Bridge is a compact facility that is outfitted with all the necessary controls to operate the systems found in the ENTERPRISE's powerful stardrive section.**

▶ **Captain Jean-Luc Picard's spacious quarters are comfortably furnished. The Captain has decorated his rooms with a number of personal items.**



See: **FILE 25 CARD 7**

Ba'Neth Station

The secretive Ba'Neth species use powerful cloaking technology to conceal their presence in the Delta Quadrant — including their strikingly designed and heavily armed space stations.

The Delta Quadrant is home to many races, some of which are happy to welcome visitors to their space and others that prefer a more insular approach in order to protect their society. In some instances two races of opposing outlook may develop in very close

proximity to one another, and in the case of the Kesat and Ba'Neth this leads to a climate of distrust and hostility. The Ba'Neth utilize highly advanced cloaking technology in order to mask their vessels, and even their personnel in an effort to protect their existence, and invisible, yet heavily armed outposts serve as permanent stations for their fleets. The Ba'Neth severely restrict the contact they have with other races, but in cases where they feel there may be a threat of discovery, the damage they inflict on alien scanning equipment and the individual using it can be deadly.

In myth and legend

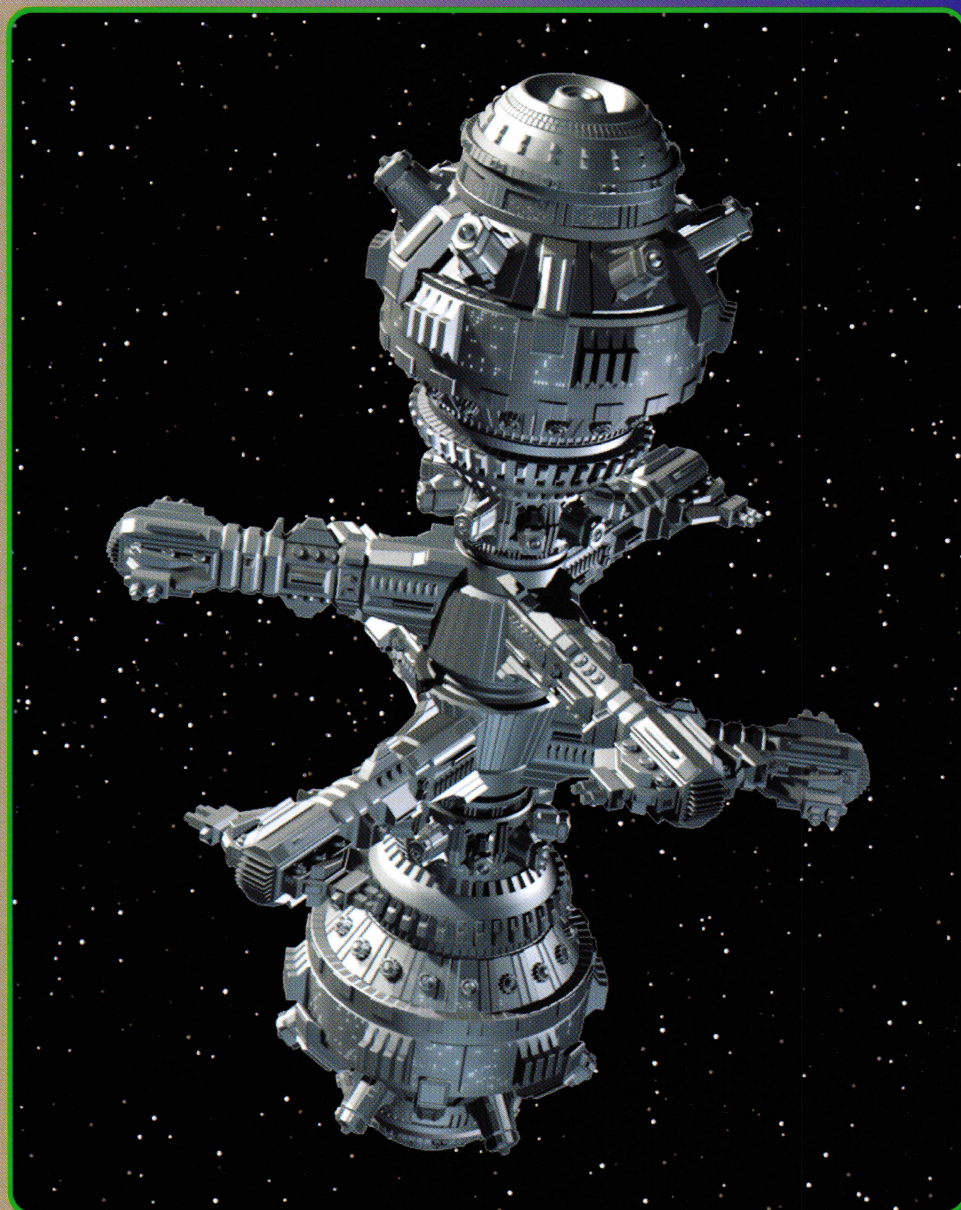
In the Kesat language, Ba'Neth translates as "shadow people," and while their official existence is denied by the Kesat Government and their activities passed off as myth, Investigator Naroq steadily builds up evidence of their real nature through use of his photolytic converter in his determined attempt to finally expose the multiped creatures. Naroq helps the crew of the *U.S.S. Voyager NCC-74656* to track down and communicate with the Ba'Neth after the neurological damage inflicted upon Lt. Commander Tuvok aboard the *Delta Flyer* on Stardate 53263.2, and he shares his technology in order to counteract the sophisticated Viridium Isotope-based Ba'Neth cloaking systems. The joint venture leads to the integration of the *Intrepid*-class vessel's deflector array with his photolytic technology, allowing Ba'Neth cloaks to be disrupted, but only at close range. Following the discovery of the cloaking frequency from Tuvok, a number of regions close to Kesat space are searched, finally detecting a nine million terrawatt cloaking field emanating from Grid 216 — the field is enormously powerful, and effectively masks the Ba'Neth station until *Voyager* activates its main deflector and releases a pulse that reveals the shimmering form of the huge artificial structure.

Starfleet sensors are capable of probing the station and reveal it to be an armed outpost containing approximately 3000 life forms. Similarly exposed Ba'Neth Vessels fly to and from the station, suggesting it is heavily used

between Ba'Neth missions to assess the potential threat posed by technologically advanced races entering their region. Twelve previous attacks to that on Lt. Commander Tuvok follow the same pattern of the Ba'Neth,



▲ The Ba'Neth have a unique physiology that remains mostly concealed by the cloaking technology they also employ to hide their vessels and space stations.



▲ The striking appearance of the BA'NETH STATION sets it apart from the more conventional installations used by many other species throughout the Galaxy. These cloaked facilities are designed to provide back-up to the numerous BA'NETH VESSELS that undertake covert missions throughout the Delta Quadrant.

Ba'Neth Station

destroying any scans of their cloaking technology and causing potentially fatal brain damage, and their audio-only communications from the station make it very clear that they do not share technology with anyone despite the fact that knowledge of their neurological weapon could restore Tuvok to his former self.

Intriguing design

The material used in the construction of the station is unknown, although when decloaked it appears to be made up of heavily armored light gray metallic plates that may offer significant protection in addition to its highly powered cloaking system. The station comprises a roughly cylindrical upper and lower section connected to a narrower central column; a symmetry exists about its center point, as the two halves are virtually identical apart from their rotational aspect. The upper and lower modules terminate in a flat circular port, with a number of upwardly angled cylinders arranged directly below the cone-like ends. A series of protruding plates are arranged around the widest circular diameter of these modules, angling inward to a narrow connecting collar made up of a series of interlocking flat plates.

The narrowest section of the station is located at these connecting points, and houses a series of horizontally protruding cylinders very similar to the angled units on the upper and lower

modules. The configuration of these along with many other similar stanchions around the station suggest that they may be docking ports, as 22 *Ba'Neth Vessels* are detected by *Voyager's* sensor scans along with the station itself. Located directly below the connecting collars are two identical three armed modules whose cone-shaped lower halves connect to form the middle section of the station. These docking arms are angled in such a way as to allow the maximum number of vessels to moor alongside them without causing an obstruction to other parts of the facility.

Prepared for battle

The *Ba'Neth Station* has the ability to charge and fire its weapons very quickly, and they often bombard an enemy vessel after initially refusing to answer any hails. It is only the threat issued by **Captain Kathryn Janeway** to transmit the coordinates of the station to the Kesat homeworld that stops them from firing. Such a tactic results in the Ba'Neth representative finally being convinced to exchange information about their debilitating weapon in return for Naroq's photolytic converter. Armed with this technology from an investigator they were willing to kill, the Ba'Neth are then able to enhance their cloaking technology further and prevent future discoveries of their ships or stations.

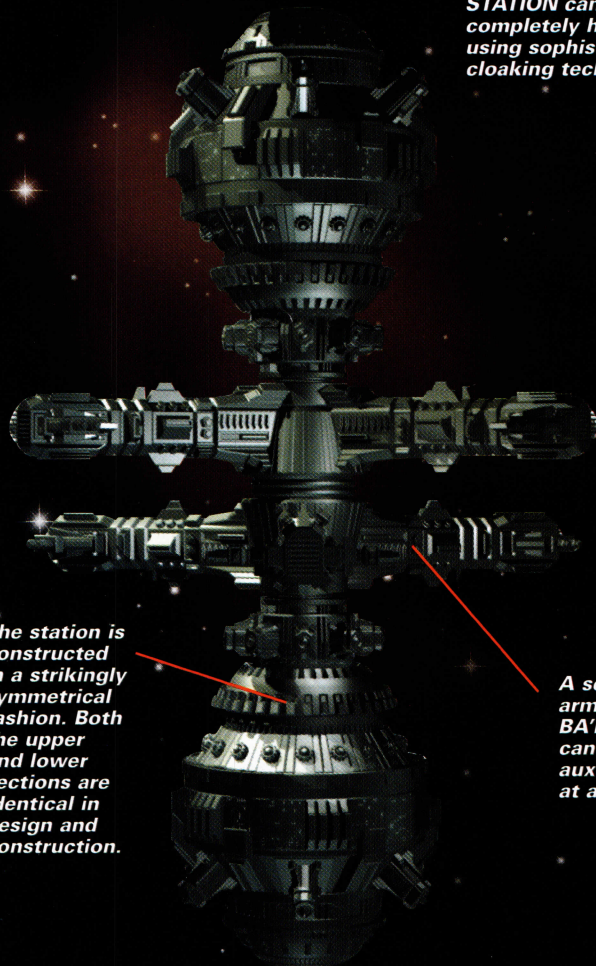


BA'NETH STATIONS are immense facilities with sufficient weaponry to overwhelm undesired visitors.



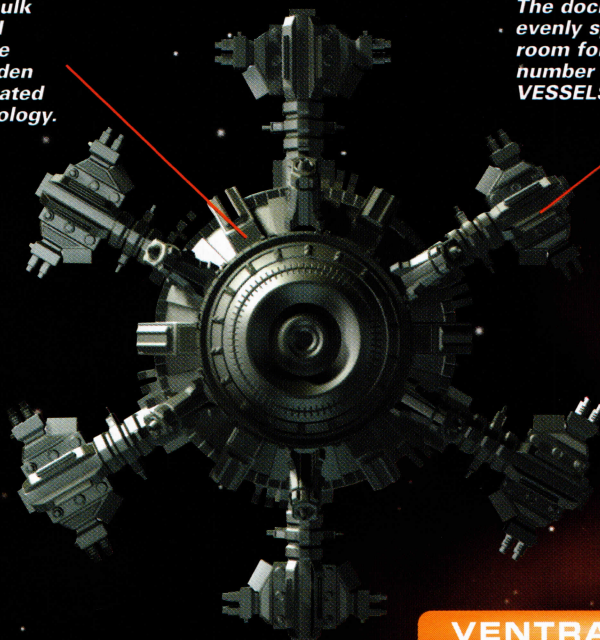
The cure for Lt. Commander Tuvok's neurological condition is held aboard the mysterious **BA'NETH STATION**.

FORE VIEW



The station is constructed in a strikingly symmetrical fashion. Both the upper and lower sections are identical in design and construction.

The immense bulk of the **BA'NETH STATION** can be completely hidden using sophisticated cloaking technology.



The docking facilities are evenly spaced to provide room for the maximum number of **BA'NETH VESSELS** possible.

A series of protruding arms suggest that the **BA'NETH STATION** can service many auxiliary vessels at any given time.

VENTRAL VIEW

THE BA'NETH STATION

First Recorded: 2376

Type: Space station

Crew: Approximately 3000

Features: The *Ba'Neth Station* employs a powerful cloaking device that has successfully kept this reclusive race hidden from other species.

FILE 48 KLINGON PERSONNEL

Captain Kargan

Klingon warriors are a dogmatic breed, forever in search of action and glory at all costs. Captain Kargan of the *I.K.S. Pagh* is a typical example, but his foolish handling of a situation in 2365 leaves his standing diminished before his crew.

A captain in the Klingon military must be exceptional in many ways. He or she must have fought in battle and achieved glory for themselves and their House; they must have proved themselves a capable leader of other warriors, and they must also endure the constant watchfulness of their first officer, who waits for any sign of weakness to facilitate their own ascendancy.

Captain Kargan has undoubtedly achieved all of these things to gain command of his own vessel, the *I.K.S. Pagh*. He is justifiably a proud man. He feels that his ship benefits from the best officers in the fleet, and that he can count on every crew member to serve and die in battle when the time comes. He is always ready for battle; in true Klingon style, his preference is to fight rather than to talk, and to act rather than think too much. He is happiest with photon torpedoes armed

and phaser banks ready.

Kargan is also arrogant. He wears long ceremonial robes and rarely leaves his central seat on the bridge, preferring to survey his small kingdom from on high. He does not eat with his men in the crew mess, keeping a professional distance from them.

Always the captain

He does not take kindly to well-intentioned advice from crew members, preferring to make judgments based on his own experience. Neither does he stand for any insubordination, rounding on those who would talk back to him and warning them not to forget his rank.

This strict attitude is necessary on Klingon vessels. Kargan is a survivor of the brutal chain of hierarchy by which the Klingons operate, where a key element of the duties of each officer is the assassination of any superior who becomes weak or unable to perform. He does not, accordingly, involve himself in the disputes of his underlings,

PROFILE OF A KLINGON CAPTAIN

NAME: Kargan

LIFE FORM: Klingon male

POSITION: Captain of the *Klingon Bird-of-Prey I.K.S. Pagh*.

REMARKS: Kargan is not the honorable Klingon warrior he may seem to be. He is not above using any means available to achieve his desired goal.

FIRST SEEN: 'A Matter of Honor' [TNG]

▶ Captain Kargan may not appear as physically fit as the younger officers under his command, but his intellect and cunning serve him well.

preferring to stand aloof and see how any conflict plays out. He relishes any physical fight that develops, as would any red-blooded Klingon.

Kargan is most stern with newly-transferred crew members, specifically on the rare occasions – such as during the *Starfleet*



★ Position of authority

Captain Kargan maintains his place in the center seat. From here he can oversee the actions of his entire bridge crew unhindered.

OFFICER EXCHANGE



★ Meeting Starfleet

Captain Kargan gives the image of a typical honorable Klingon when he contacts the U.S.S. ENTERPRISE NCC-1701-D in 2365.

★ Test of loyalty

Captain Kargan is wary of Commander Riker's loyalty to him and the crew of the *I.K.S. PAGH* in 2365.



OTHER CARDS IN THIS FILE...

8 KOLOTH

9 KOR

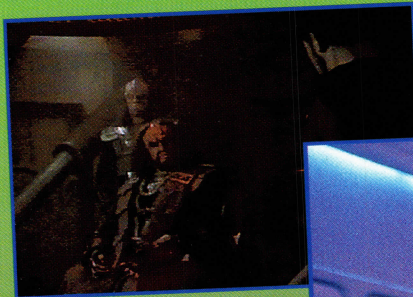
16 THE DURAS SISTERS

22 GENERAL CHANG

SEE OTHER FILES...

STAR TREK: THE NEXT GENERATION..... File 69

Captain Kargan



★ Be Klingon

Kargan orders Riker to behave as a Klingon would aboard the *PAGH*.

"There is only one response. I intend to attack the *Enterprise* and destroy it."

— Captain Kargan displays his single-mindedness



★ Surprise!

Captain Kargan appears bewildered after he is transported aboard the *U.S.S. ENTERPRISE NCC-1701-D*.



★ Stunned

Kargan lies incapacitated on the bridge of the *U.S.S. ENTERPRISE NCC-1701-D* after he is stunned by a shot from Lt. Worf's phaser. This action proves necessary after he attempts to draw his own weapon.



★ Demands

Surrounded by two burly Starfleet security officers, Captain Kargan appears rather unimpressive.

officer exchange program initiated in 2365 – when they are not Klingon. He insists on knowing exactly where the allegiances of these officers lie, emphasizing that loyalty to him and the *Pagh* is the paramount issue, whatever their other concerns.

He has his own ideas of fair play, however. He insists that the officers on his bridge speak in the language of the newcomer, for example, so that there are no secrets and everyone is party to the conversation.

Kargan's wariness of the **Federation** – despite the fact that the organization and the **Klingon Empire** are steadfast allies – fuels his suspicion of **Commander William T. Riker**, first officer of the *U.S.S. Enterprise NCC-1701-D*, when the human is assigned to the *Pagh* as part of the officer exchange program. Many of the Klingon captain's responses betray the abiding mistrust and even xenophobia that a good number of Klingons secretly harbor toward the Federation.

This underlying antagonism becomes a problem when a microbiotic bacterial colony causes

damage to the hull of the *Pagh*. Kargan chooses to believe that this was caused intentionally by the *Enterprise* when the Starfleet vessel scanned his ship during Riker's transfer, and he decides to seek out the 'enemy' and retaliate. The fact that the Starfleet vessel later plots an intercept course with the *Pagh* removes any doubt in his eyes.

Ignorance

Kargan's position is built on the typical Klingon maxim that questioning why is not important – only a decisive response matters. This closed-mindedness leads him to disregard all of Riker's attempts to find a sensible explanation, instead musing privately that the commander might be a Starfleet spy. Kargan also ignores the fundamental question of why an ally would mount an attack, particularly using such a bizarre method. His interpretation of the situation is based entirely upon very shaky circumstantial evidence.

This stubbornness proves to be a crucial error on the captain's behalf. He refuses to admit he was

mistaken and perseveres with an attack, even after the *Enterprise* sends information on how to neutralize the microbiotic colony affecting the *Pagh*'s hull. This demonstrates shortcomings in Kargan's true worthiness to command, and even a lack of honor, as he is willing to put his ship and crew at risk to massage his wounded pride.

It also gives Riker the opportunity that he needs as first officer to challenge Kargan's fitness for command under these circumstances. He openly

states that the captain's reasons for forcing the confrontation are not valid. He then cleverly gives Kargan a transponder device provided by **Lt. Worf** before he left the *Enterprise*, and the Klingon finds himself beamed aboard the Starfleet vessel and removed from the equation on his own vessel. Riker relieves him and takes command.

Kargan is enraged by this turn of events. He tries to draw his weapon on the *Enterprise* bridge, but he is instantly felled by a phaser shot from Worf, adding

insult to the already momentous injury he has received. He resembles nothing so much as a petulant child when he recovers, demanding to be beamed back aboard his vessel so he can accept the surrender of the *Enterprise*.

Humiliated

Kargan returns to the *Pagh* determined to exact revenge on Riker for his humiliation. He strikes his adopted first officer and orders him removed from the bridge, but the damage to his standing in the eyes of his officers has been done. He has been shown to be petty in his politics, and somewhat wanting as a captain. In turn, Riker takes with him the real esteem of the crew.

The Starfleet officer leaves the *Pagh* with a deeper understanding of the Klingon way, and also a recognition that Klingon individuals such as Captain Kargan suffer from the same flaws and petty biases as do human beings.

DIRTY TRICKS

Honorable actions?

Captain Kargan lays claim to Klingon honor, but he also shows that he is not above using dirty tricks. He insists that Commander Riker remain true to the oath he took to serve the *Pagh* and tell him of the surest way to attack the *Enterprise* regardless of the fact that this would give the Klingon ship an unfair advantage. He apparently views outwitting the enemy to be as great an honor as combat.

Kargan tries to save face when Riker refuses by saying that if the commander had revealed the *Enterprise*'s secrets, he would have labeled him a traitor and killed him where he stood. This is not particularly convincing, given that he has demonstrated no real honor himself.



▲ Attack plan

Kargan demands that Riker reveal the *ENTERPRISE*'s weaknesses when they plan to attack.

▼ Refusal

Riker maintains his allegiance to the *ENTERPRISE* – much to Captain Kargan's anger.





Leck The Eliminator

Leck the Eliminator's infamy is well known across the Galaxy. He is a cold and astute hired killer who enjoys stretching himself on his assignments — which include joining a bungling mission to rescue the female Ishka in 2374.

The Ferengi are known throughout the Alpha Quadrant for their fiscal prowess and ingenious moneymaking

schemes. Leck is not your typical Ferengi, however — job satisfaction is the real goal for this calculating mercenary, and a challenge comes before profit.

Leck is a professional eliminator, available for hire to any Ferengi who wants to dispatch another. He is based on Ferenginar, and makes contact with potential employers only when detailed instructions have been met. These include using a secure channel for all subspace dealings.

Notorious reputation

This particular eliminator is quite stout for a Ferengi. He wears a brown outfit with tan shoulders and an orange undershirt, completed by a gold medallion around his neck. His manner is conversational and relaxed, but his notoriety has spread far and wide. He is regarded by many as a psychopath, though the actual killing appears to be secondary to the thrill of the plot and the chase.

Leck is an expert with a dagger. He is often seen sharpening a blade with a laser tool, and he displays an uncanny accuracy when throwing the knife. He is always on the lookout for a chance to hone his abilities and challenge himself. He

★ Cautious

Leck is wary of the schematics of EMPOK NOR. He believes they may not be entirely trustworthy.

does not greatly care about acquiring gold-pressed latinum, despite — or perhaps because of — the fact that his father was an astute businessman who left him a sizable fortune.

This need for a challenge vitalizes him when he is contacted by Quark — the Ferengi barkeep aboard the Federation station *Deep Space Nine* — to join a mission to obtain the release of his mother, Ishka, from the Dominion. Leck is used to working alone, but the mention of the Dominion excites his interest and he makes his way to the station.

Leck joins Quark, brother Rom, nephew Nog, cousin Gaila, and sometime mortal enemy Brunt on the mission, and quickly proves his pedigree. His mind is always on the operation and any possible flaws; when presented with schematics, for example, he immediately voices concern that they cannot be trusted. He must also be dissuaded from shooting Ishka to put her out of her misery during botched training simulations.

He is oddly gregarious in the company of the others. He has a low tolerance for incompetence, however, and this places him at odds with the more inept Ferengi. He enjoys jibing them for what he perceives as their cowardice and foolishness; at one point,



PROFILE OF THE ELIMINATOR

NAME: Leck

LIFE FORM: Ferengi male

OCCUPATION: Eliminator

FAMILY: Leck inherits a vast fortune following the death of his father.

REMARKS: Leck has very little interest in the traditional Ferengi obsession with money and financial gain. Instead, he exhibits a fascination with conflict and battle more akin to members of the Klingon race. He has been branded a psychopath by many of his contemporaries.

FIRST SEEN: 'Ferengi Love Songs' [DS9]



★ Leck may appear to be just another Ferengi, but the glint in his eye betrays the fact that beneath his mild-mannered exterior lies a psychopathic killer for hire.

ARMED AND READY



★ Dismay

Leck announces that Brunt's vessel is an entirely unsuitable method of transport, stating: "this isn't a ship, it's a closet."

★ Big gun

Leck is rarely seen without his weapon of choice — a large directed-energy rifle that he keeps strapped over his shoulder, or held ready in both his hands.



OTHER CARDS IN THIS FILE...

2 ROM

6 BRUNT: FCA LIQUIDATOR

SEE OTHER FILES...

THE FERengi ALLIANCE.....File 14

STAR TREK:

DEEP SPACE NINE.....File 70

Leck The Eliminator



★ **Shock**
Leck chooses to sacrifice Ishka during holographic training simulations, leaving other members of the team in a state of shock.

★ **Armed and ready**
Leck cradles a powerful gun while the Ferengi await the arrival of the Dominion.



★ **Shoot!**
Leck gleefully discharges his weapon as the long-awaited battle commences.

★ **Dislike**
Brunt is another member of the team who set out to retrieve Ishka. He and Leck take an instant dislike to each other.



"Quark's right. Let's do it for Ishka. Let's do it for the Grand Nagus. Let's do it for Ferengis everywhere!"

— Leck adds patriotic zeal to Quark's decision to stand their ground and fight

he even tells Gaila that he may need a new backbone.

The return of Ishka is due to take place on the disused **Cardassian** station **Empok Nor**, in a prisoner exchange involving the captured **Vorta Keevan**. Leck is less than satisfied and feels out of place when what promised to be a commando mission looks as if it will end up as a diplomatic exchange. He nevertheless does a sterling job of keeping the group's spirits up, telling them not to listen to Keevan's morbid mutterings and that everything is going to plan – even after the arrival of a garrison of **Jem'Hadar** soldiers.

Leck does not take part in the actual negotiations, preferring to leave this process to others. He is instead happy to undertake guard duty on Keevan, as it means he can keep a large gun at the ready. He becomes rather friendly with his prisoner, slapping Keevan on the back and making small talk. There is no doubt he is ready to kill the Vorta at a moment's notice, however.

He also uses the opportunity to pump Keevan for information on the most vulnerable parts of a Jem'Hadar's body. His intuition comes to the fore when he correctly recognizes that Keevan is not overjoyed at being returned to the Dominion, as he was supposed to commit suicide upon capture.

Leck's ability to read a situation means he discerns immediately that Quark is cheating the rest of them out of their fair share of the

reward – comprising 50 bars of latinum – when Rom makes a slip of the tongue. Profit may not be his chief purpose in life, but he certainly does not like being cheated. He wants an equal stake.

For Ferengi everywhere!

Leck is exasperated when Keevan is accidentally shot by Gaila during the rampant recriminations. He takes a back seat during the plotting that follows, but does not react well to the idea of surrender, and adds his voice to Quark's notion that they should fight and prove that Ferengi can be as tough as anyone in the Galaxy. He may not be a typical Ferengi, but Leck is obviously a patriot. He speaks fondly of Ferenginar, and longs to stand once more in his homeworld's rivers of muck.

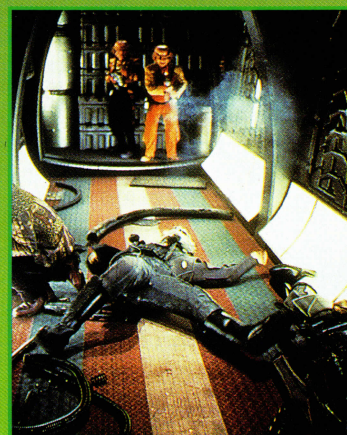
Leck's talents are put to good use in the final melee. His knife finds its target in the heart of one of Ishka's Jem'Hadar guards, and the group subsequently succeeds in rescuing **Moogie** and capturing another Vorta to hand over to **Starfleet**. He appears to have thoroughly enjoyed himself as the Ferengi return to **Deep Space Nine** in triumph.

Leck later returns to Ferenginar, but remains in contact with Rom, who some months later believes that the Dominion may have invaded when he cannot contact Leck on the homeworld. In actual fact, it is merely a communications blackout caused by the temporary deposing of **Zek** as **Grand Nagus**.

Leck the Eliminator's professional pronouncement is that the Ishka mission is the sloppiest, most amateurish operation he has ever seen – and he definitely wants to be a part of anything like it in the future. Quark promises that he will be the first to be called.

★ Utter devastation

Leck proves his mettle against the fearsome Jem'Hadar warriors aboard EMPOK NOR.



AN AUDIENCE WITH THE GRAND NAGUS

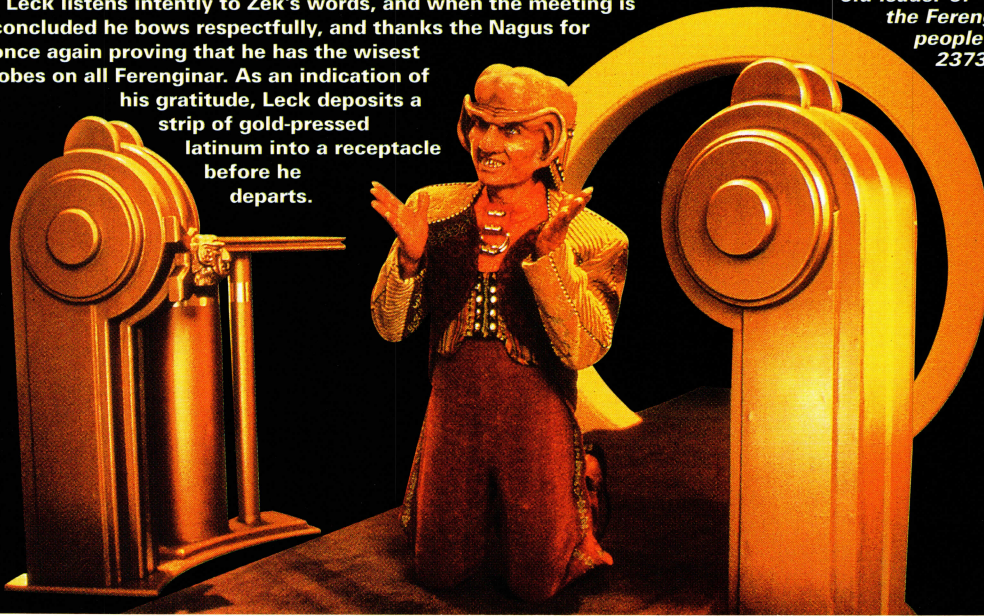
Leck the petitioner

Leck has no great interest in latinum, but like all Ferengi he is compelled to act wisely with his fortune. To this end, he requests a consultation with the Grand Nagus in 2373 in the Chamber of Petitioners to decide how to invest his hard-earned latinum.

Leck listens intently to Zek's words, and when the meeting is concluded he bows respectfully, and thanks the Nagus for once again proving that he has the wisest lobes on all Ferenginar. As an indication of his gratitude, Leck deposits a strip of gold-pressed latinum into a receptacle before he departs.

★ Respectful

Leck the Eliminator kneels before Grand Nagus Zek in order to receive the wise information that he has requested from the wizened old leader of the Ferengi people in 2373.



FILE 52 **BORG PERSONNEL**

Borg Children

In mid-2376, the *U.S.S. Voyager NCC-74656* encounters a *Borg cube* operated by five young drones — the only survivors of a spaceborne pathogen. An extraordinary chain of events leads four of them to join the *Starfleet* vessel on its journey across the *Delta Quadrant*.

In 2374, **Captain Kathryn Janeway** and the crew of the *U.S.S. Voyager NCC-74656* liberate the drone known as **Seven of Nine** from the *Borg collective*. History repeats itself two-and-a-half years later when four young drones are brought aboard from a damaged *Borg cube*.

The four youngsters, together with an older fifth, were taken from their respective race as infants and assimilated. They are the sole survivors of a pathogen that swept the *cube*. The young drones were protected by their **maturation chambers** while the disease ran its course, but malfunctions led several of the chambers to open prematurely.

Shocking discovery

The youths emerged to find themselves alone on a *cube* meant for 5000. Their development was incomplete, and they struggled to adapt. They tried to perfect their assimilation techniques on captured life forms but failed,

One of Five clings to the hope that the Borg will eventually come to the children's rescue.

leaving a trail of corpses.

They are no longer part of the collective, but they share their own hive mind. They speak in unison, finishing each other's sentence, and walk with the precise, mechanical gait of all *Borg drones*. They remain unpredictable, however, and contemptuous of authority — something that might be characterized as typical adolescent behavior.

The drones manage to establish a hierarchy based on age. The eldest male takes command, as well as the moniker **One of Five**. He is assisted by the next oldest male, a *Brunali* boy named **Icheb**. Icheb was the first to exit his maturation chamber, but was unable to establish order and was relegated to **Two of Five**.

There is a substantial age gap between these two and the three younger drones: the quiet male twins **Azan** and **Rebi**, and the young *Norcadian* girl **Mezoti**. She has the makings of an excellent drone, displaying logical thinking and working the controls with confidence.

They are only

partially successful at operating their *cube*. They attempt to follow *Borg* doctrine and assimilate passing craft and life forms, but their attack strategy is unfocused. They manage to capture the *Delta Flyer* in mid-2376, but *Voyager* gets the better of them in battle.

A NEW BEGINNING



The young Borg urge Seven of Nine to assist a dying baby when its maturation chamber begins to fail.

PROFILE ON BORG CHILDREN

NAME: Mezoti

LIFE FORM: Norcadian female

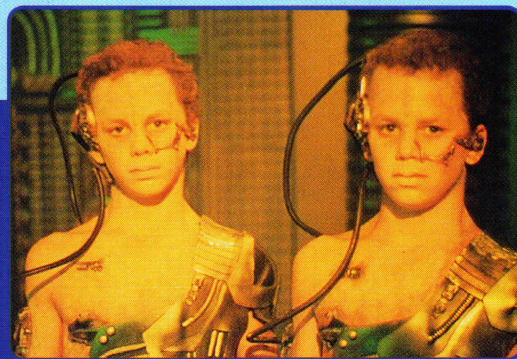
NAMES: Azan and Rebi

LIFE FORMS: Wysanti twin males

REMARKS: Mezoti, Azan, and Rebi are assimilated into the *Borg* collective, but are released from their maturation chambers too early. The three juveniles, along with the older Icheb, are liberated from the collective by the crew of the *U.S.S. Voyager NCC-74656* in 2376.

FIRST SEEN: "Collective" [VOY]

Mezoti is an attractive young girl beneath the Borg implants. After she is released from the collective, Mezoti renews her lost childhood.



Azan and Rebi remain inseparable to each other even after they are freed from the Borg collective.



The children still require the use of regeneration alcoves after their liberation.

The Borg hive mind allows Azan and Rebi to work in perfect harmony.



OTHER CARDS IN THIS FILE...

1 HUGH BORG

3 THE BORG QUEEN

SEE OTHER FILES...

STARFLEET PERSONNEL.....File 43

STAR TREK: VOYAGER.....File 71



Borg Children



▲ Azan and Rebi clone potatoes for the science fair, after a plan to clone Naomi is vetoed.

▶ The first annual VOYAGER science fair is held in honor of the ship's five schoolchildren.



One of Five is very suspicious of outsiders, insisting the others tell Seven nothing. He rails against her authority, and violently insists that Captain Janeway follow through with an agreement to give them *Voyager's* deflector array. He is keen to enforce his authority over the others, and even threatens them with deactivation if they engage in spurious discussion.

Janeway offers the drones an alternative to rejoining the collective when it becomes clear that the Borg consider them

irrelevant: becoming individuals once more. The younger drones consider this, but One of Five resists. Further cracks in their unity appear when the drones disagree over what action to take when another Borg maturation chamber malfunctions. Mezoti leads the argument that Seven be allowed to help the baby within by transporting it to *Voyager*.

The situation comes to a head when Icheb prevents One of Five from killing Seven, and the other drones stand together as one voice



▲ Mezoti displays a degree of artistic skill when she ignores Seven's instructions, and instead sculpts a replica of her elder's head.

to defy his authority. He keeps his faith in the collective to the end, when he is killed in an explosion. The other children are beamed to *Voyager* to begin a new life.

Most of the implants of the four remaining neonatal drones are removed by the **Doctor**, though they must still regenerate. The starship sends out calls to Brunali and Norcadian ships, but receives no response.

A guide to individuality

Janeway appoints Seven as their guide and mentor, considering that she has already gone through the process. She salvages the children's assimilation files and some background data, providing them with their own names. Memories of their previous lives also begin to return.

Seven finds her role as much of a learning experience as do the children. Their inability to follow even simple orders such as remaining in **Cargo Bay 2** frustrates her. On one occasion, Mezoti wanders into **Astrometrics** and answers a comm signal from another ship. She tries to patch the message through to the captain, but touches the wrong button and deactivates the transmission.

Seven attempts to keep order by introducing a strictly-regimented schedule involving punishment protocols. She reneges when Icheb leads a revolt against this heavy-handed approach, allowing

the children some latitude to express themselves through art. The creative results win her approval – even Mezoti's unflattering clay bust of her head.

All of the children are highly intelligent and constantly questioning. They retain the comprehensive memory files of the Borg collective, but still attend class every morning with *Voyager's* other youngster, **Naomi Wildman**. Azan and Rebi initially have to be disciplined for using their neural interfaces to cheat.

The children take part in the first annual *Voyager* science fair in 2376. Azan and Rebi clone a potato after first considering Naomi as their subject; Mezoti makes a **Tairenian** ant colony, as she is interested by the drone/queen parallels with the Borg – and she “likes bugs.” Icheb builds a high-resolution **gravimetric sensor array**.

The younger children react sadly when it appears that Icheb will be leaving them to rejoin his own people. Mezoti in particular misses him, and unwittingly provides a clue to the ruthless intentions of Icheb's parents.

Icheb ultimately remains with *Voyager*, but a few months later it is Azan, Rebi, and Mezoti's turn to say goodbye, when the homeworld of the twins is located early in 2377. Mezoti chooses to go with her friends – having once before expressed the hope she would not have to leave them behind for her own parents.

It is a sad day for the children – who know they will miss Seven and Icheb – but equally for the *Voyager* crew. They are nevertheless pleased to see the youngsters finally find a real home.

“If you don't stop asking questions, I'm going to put all of you in a cargo container and transport you back to the Borg.”

— Icheb frowns on the other children's constant interrogation

CHILLS AND THRILLS

Ghost stories

The Borg children are riveted by Neelix's telling of a *Voyager* ghost story in late 2376, during a period when the ship's main power is shut down. Seven has told them nothing as she does not wish to alarm them unnecessarily, but the children realize it is something to do with Deck 12. Section 42 of that deck is currently off limits to everyone except senior officers.

Neelix plays on this to keep their minds occupied. The group offers ideas on how the story might turn out, and what the mystery at its center might be. They also pick holes in the logic, but they nevertheless hang on Neelix's every word.

They enjoy the gruesome detail and simply being scared.

The children are rather annoyed at the notion that Neelix made the whole story up when the power comes back on.

▶ The children are gripped by Neelix's story in the darkened cargo bay.

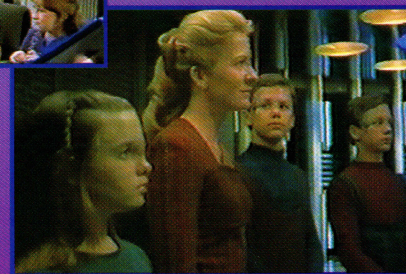


▲ Seven schedules a rigid program, including an allotted hour for ‘fun’ activities.



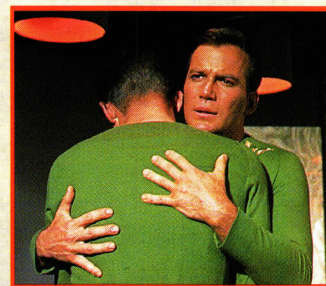
▲ The children are quite vocal in their dislike for the program Seven has planned for them, requiring her to rethink the schedule.

▶ Mezoti accompanies her friends Azan and Rebi when they return to the Wysanti in early 2377.



Transporter Malfunctions

The transporter systems found aboard Federation starships are among the safest methods of travel. Nevertheless, like all technology they are still susceptible to malfunctions that may lead to bizarre occurrences, and at worst, unfortunate fatalities.



▲ Captain James T. Kirk is split into two beings following a transporter accident in 2266.

Transporter systems are one of the most widely employed technologies in the 23rd and 24th centuries, and are regularly used for short distance transportation of personnel and cargo between starships, and from vessels to starbases or planet-based facilities. The technology behind transporter systems is constantly improved and refined, and while accidents are relatively uncommon, systemic failure, sabotage, and exterior environmental conditions can cause malfunctions which vary in their degrees of severity.

Two sides of the same problem

One of the most renowned cases of transporter malfunction occurs in 2266 during a geological survey of the planet **Alpha 117** by a landing party from the **U.S.S. Enterprise NCC-1701**. During an initial visit, **Geological Technician Fisher** falls and bruises himself and has to be transported back to the **Constitution**-class ship for treatment. Unknown to the transporter technicians, the metallic ore covering Fisher's uniform not only creates two diametrically opposed versions of **Captain James T. Kirk** on beaming up from the planet, but also leads to damage in the critical **transporter ionizer**, stranding the remaining landing party members in increasingly harsh conditions on the planet below. The transporter is eventually repaired

and the two halves of Captain Kirk reintegrated; the landing party members are rescued just in time.

Ion storms are well known to all space faring races as extremely dangerous phenomena, and are characterized by the intense bombardment of energetically charged particles. Their effect on starships can be very serious, although the effect a particularly violent storm has on the transporters of the *Enterprise* in late 2267 is completely unanticipated. During a mission to the planet **Halkan**, all members of the landing party are transposed with their counterparts from the brutal **mirror universe**, leading to the first encounter with this alternate reality. All parties are eventually returned to their rightful places, although the impact Captain Kirk has on the crew of the **I.S.S. Enterprise NCC-1701** has significant implications for the future of that reality.

Component malfunction can be one of the most dangerous transporter malfunctions, tragically illustrated by the attempt to transport **Commander Sonak** and a second crew member to the refitted *Enterprise* in 2271. During an examination of the newly installed transporter system, it is discovered that a faulty module is preventing the transporter sensor from activating. Replacement of this module and a backup unit is carried out, but a malfunction leads to the transporter red lining as they engage

▲ **Ion storms** above the planet **Halkan** in 2267 cause a transporter malfunction that sends a landing party from the **U.S.S. ENTERPRISE NCC-1701** into the **brutal mirror universe**.



▲ Efforts to rectify the malfunction that has split Kirk into two beings are initially unsuccessful; attempts to rejoin an animal from the planet **Alpha 117** result in the creature's death.

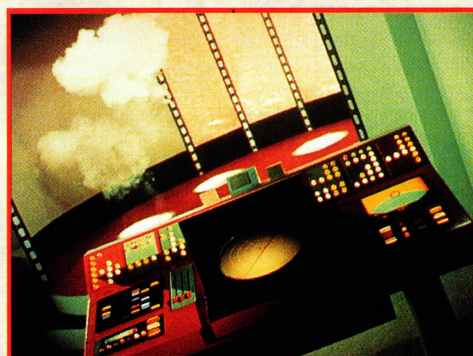


the beam-up routine from **Starfleet Headquarters** on Earth. Despite attempts to boost the matter gain from Starfleet, the patterns of the two unfortunate individuals begin to deteriorate and lead to 'forming,' a complete collapse of the person's signal to form an unrecognizable mass of tissue and organs that fortunately does not survive long.

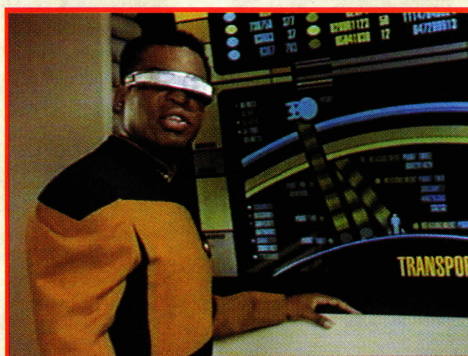
Creating two Rikers

In 2361, a transporter accident occurs aboard the **U.S.S. Potemkin NCC-18253** while attempts are made to evacuate a **Federation outpost on Nervala IV**. This planet develops a powerful distortion field in its upper atmosphere that

prevents access to its surface by transporter or shuttlecraft for eight years, so it is a race against time to remove the colonists before they become trapped. The last beam-out is by **Lt. William Riker**, later to become first officer aboard the **U.S.S. Enterprise NCC 1701-D**, but unknown to everyone until the return to the planet in 2369 on a mission to retrieve the scientific information gathered by the colonists, the distortion field produces an exact duplicate of Riker that is sent back to the surface of the planet while the 'real' William Riker safely returns to the *Potemkin*. **Thomas Riker**, as he comes to be known, is eventually reunited with



▲ Transporter circuits are disrupted by the anti-proton beams from the Planet Killer leading to further failures in ship systems.



▲ Sensor scans of Nervala IV indicate how a duplicate Riker was made by the reflection of the transporter beam in 2361.



▲ The two William Rikers that are created by a transporter malfunction in 2369 can both justifiably claim to be the genuine person.

Transporter Malfunctions



▲ **Commander Sonak and another officer are killed by the transporters aboard the U.S.S. ENTERPRISE NCC-1701 in 2271.**

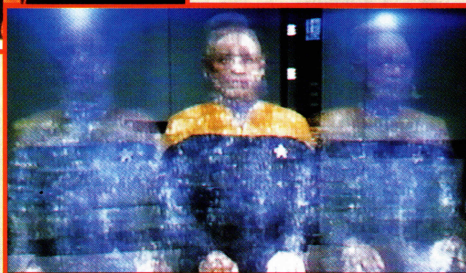


Starfleet after his isolation, and while he initially picks up his career, he later becomes disillusioned with the service, and in 2371 he is found to have joined the **Maquis**.

In 2367, an alleged malfunction of the **phase transition coils** aboard the *Enterprise* is believed to be the cause of the death of the **Vulcan Ambassador T'Pol**, but transporter



▼ **Captain Janeway makes the decision to restore Tuvix to Tuvok and Neelix.**



◀ **Tuvix is a unique life form created by a transporter malfunction that combines elements of both Tuvok and Neelix in 2372.**

Chief Miles O'Brien indicates that they were replaced only a week prior to the incident. These vital elements convert the subject from matter to energy and back again, and after close investigation it is revealed that T'Pol is actually a **Romulan** operative, and her death is staged to mask her return to the **Romulan Warbird Devoras** under her true identity of **Subcommander Selok**.

Inextricably joined

The away mission carried out by **Lt. Commander Tuvok** and **Neelix** to a **Delta Quadrant** planet in 2372 leads to a terrible dilemma for **Captain Kathryn Janeway** of the **U.S.S. Voyager NCC-74656**. During

◀ **Dr. Bashir is surprised to learn that the transporter patterns of his colleagues are used in his holodeck program in 2372.**

▼ **The advanced drone One is created by a transporter malfunction that unites Seven of Nine's Borg nanoprobes with the Doctor's mobile emitter.**



transportation, a **sybiogenic orchid plant** forms the catalyst for Tuvok and Neelix to merge at the molecular level into a single being with its own consciousness, yet shared experiences of the two. Sybiogenic organisms employ a reproductive process by which organisms of two different species merge to form a third unique species, and although the resultant being, **Tuvix**, argues his case for existence as an individual, Captain Janeway makes the difficult decision to split the newly created person back into its component parts after a process is discovered that will restore both Tuvok and Neelix.

Playing the part

Acts of sabotage aboard Starfleet vessels are rare due to the high level of security, but in 2372 a **Runabout** carrying most of **Deep Space Nine's** command staff is destroyed just moments after they are beamed off. **Lt. Commander Eddington** is successful in retaining their patterns with an emergency computer override, but is forced to find somewhere to store them as the blast disables the transporter. By rerouting them to an active **holosuite**, all of the personnel become characters in **Dr. Julian Bashir's** spy story scenario, but their physical patterns are eventually reunited with their neural patterns on the transporter pad of **U.S.S. Defiant NX-74205**.

In 2375, an unknown transporter malfunction aboard *Voyager* fuses **Borg nanoprobes** from **Seven of Nine's** transporter pattern with the **EMH's mobile emitter**. After sampling DNA from **Ensign Mulcahey**, it subsequently develops a maturation chamber that rapidly grows a **Borg drone** utilizing 29th-century technology known as 'One.'

SOMEPLACE ELSE

Transported away

Death is, fortunately, not the only outcome of a transporter malfunction. In 2368, **Lt. Commander La Forge** and **Ensign Ro** are rendered invisible by a **Romulan interphase generator**. Their colleagues believe them to have perished during transport when they fail to materialize on the pad. In 2371, **Commander Benjamin Sisko**, **Dr. Julian Bashir**, and **Jadzia Dax** are transported through time when their transporter beam encounters a quantum singularity that is passing through the **Sol System** at the time.



▲ **Geordi La Forge and Ro Laren are believed to be dead after they are phase-cloaked during transport in 2368.**



▲ **Commander Sisko and Dr. Bashir are transported through time to the sanctuary districts of 21st-century Earth.**



FILE 80 STAR TREK: INSURRECTION

STAR TREK: INSURRECTION Index

Part 2 The people of the Ba'ku colony world find themselves the unwitting pawns of a joint Federation-Son'a mission to displace them from their peaceful haven in the Briar Patch in 2375. Unfortunately to Starfleet, however, both the Ba'ku and their ailing adversaries hide a dark secret that has repercussions for all involved in the immoral mission.

THE BA'KU



▶ The Ba'ku are kept young by the metaphasic particles that surround their world.

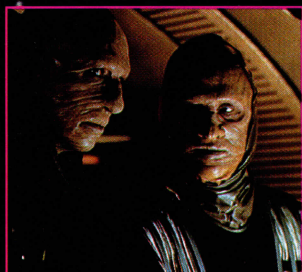
▶ The Ba'ku lead a peaceful life without the aid of intrusive technology.

The Ba'ku
File 18 Card 122



Anij, Sojef, and Artim
File 58 Card 8

THE SON'A



▶ Ru'afo and Gallatin plot their vengeance against the Ba'ku who exiled them years ago.

The Son'a
File 18 Card 123



Ahdar Ru'afo
File 58 Card 7



Subahdar Gallatin
File 58 Card 7A

BA'KU CULTURE

Ba'ku Culture
File 18 Card 122A

▶ The Ba'ku live in a beautifully crafted village, set in the idyllic countryside of the world they now call home.



SLAVES OF THE SON'A



Slaves of the Son'a
File 18 Card 123A

▶ The Tarlac and the Ellora are made to serve the Son'a's every need.

SON'A HAND WEAPONS

Son'a Hand Weapons
File 60 Card 27



▶ Son'a officers employ two directed energy weapons; a small, unconventionally designed pistol, whose activation is denoted by five diodes, and a rifle with a short barrel and a tubular support.



STAR TREK: INSURRECTION Index Part 2

SON'A TECHNOLOGY



▲ The Son'a use transport drones to attach isolinear tags to the Ba'ku in an effort to facilitate transport.

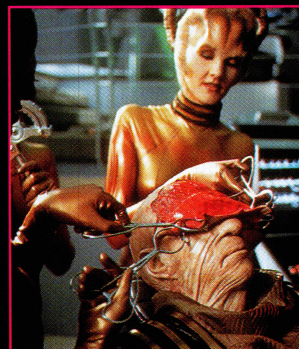
Transport Drones
File 59 Card 1D

▶ The Son'a rely heavily on advanced technology, and even wear devices on their clothing.



Son'a Technology
File 66 Card 36

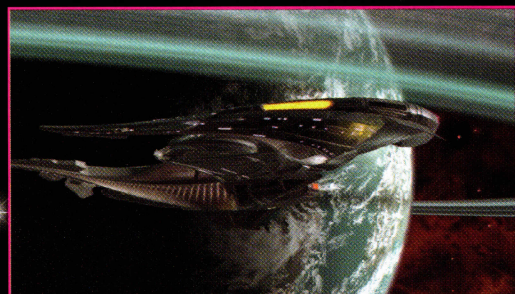
SON'A FACE STRETCHING



Son'a Face Stretching
File 65 Card 10

◀ The Son'a strive to cling to their once glorious appearance. Ahdar Ru'afo sits patiently while his Ellora slave women stretch his gray skin in a grotesque medical procedure.

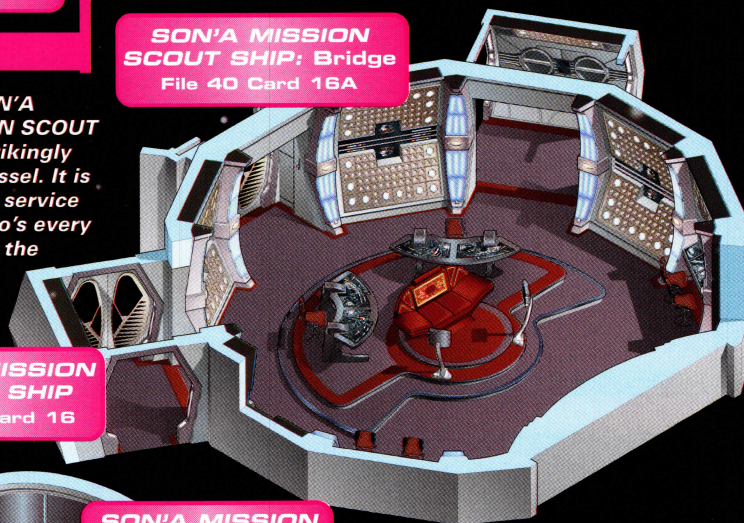
SON'A MISSION SCOUT SHIP



◀ The SON'A MISSION SCOUT SHIP is a strikingly designed vessel. It is equipped to service Ahdar Ru'afo's every need during the mission in the Briar Patch.

SON'A MISSION SCOUT SHIP
File 40 Card 16

SON'A MISSION SCOUT SHIP: Bridge
File 40 Card 16A



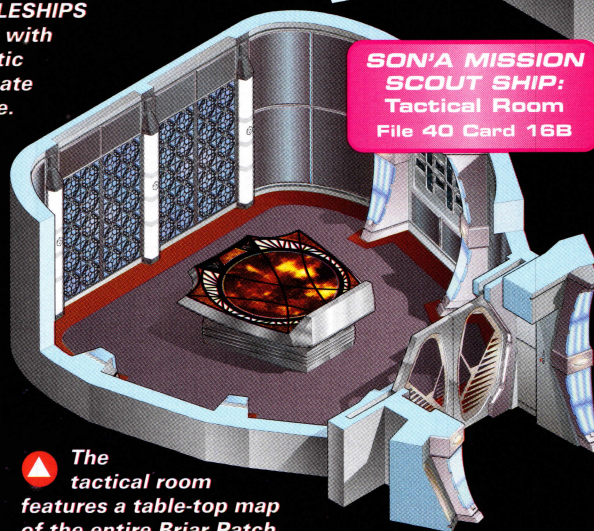
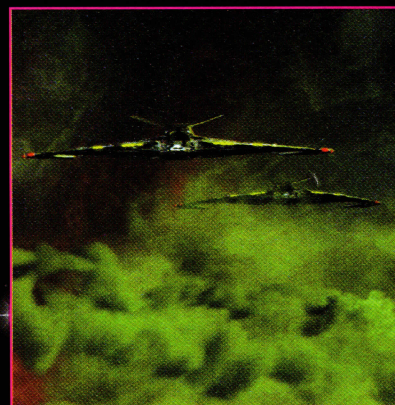
SON'A MISSION SCOUT SHIP: Tactical Room
File 40 Card 16B

▲ The central focus of the SON'A MISSION SCOUT SHIP bridge is a luxurious command chair upon which Ahdar Ru'afo sits.

SON'A BATTLESHIP

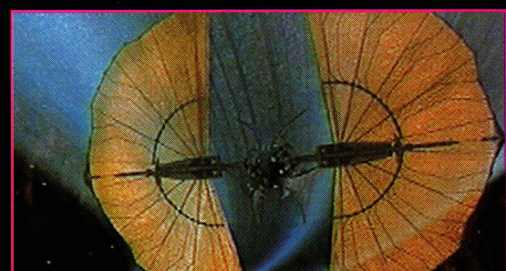
SON'A BATTLESHIP
File 40 Card 16C

▼ SON'A BATTLESHIPS are equipped with devastating isolytic weapons that create a tear in subspace.



▲ The tactical room features a table-top map of the entire Briar Patch.

SON'A COLLECTOR SHIP



SON'A COLLECTOR SHIP
File 40 Card 16D

▲ The SON'A COLLECTOR SHIP is designed to harvest metaphasic particles.

SHIPS OF THE SON'A

Ships of the Son'a
File 40 Card 16E

▼ The Son'a employ a number of powerful and versatile ships in their evil plan.



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S update

Saavdra, Commander

Individual responsible for the deaths of 82 settlers on **Tarakis**. Saavdra also engineered an unsuccessful cover-up of the massacre. Details of Saavdra's crimes were broadcast via a **synaptic transmitter**. (*Starship Log*: 'Memorial' [VOY]) **SEE FILES 18, 71**

Sadera VI

Planet considered friendly toward **Cardassian** dissidents. In 2370 **Professor Natima Lang** and her students expressed a desire to depart **Deep Space Nine** and join colleagues on Sadera VI. (*Starship Log*: 'Profit and Loss' [DS9]) **SEE FILE 70**



▲ **Natima Lang considered Sadera VI to be a suitable destination after she fled the Cardassian Union in 2370.**

Sages

SEE **Great Sages**

Sahgi

Eight-year-old **Bajoran** girl residing on **Deep Space Nine** in 2374 and 2375. Sahgi believed **Benjamin Sisko** to be the **Emissary** and asked to be one of **Kasidy Yates**'s bridal procession dais bearers. (*Starship Log*: 'Tears of the Prophets' [DS9]) **SEE FILE 70**

Sahreen

Maquis terrorist who was a friend of **Chakotay** and **B'Elanna Torres** before being killed in 2374. Sahreen was later recreated in the **Torres Zeta One hologram** that replayed his death. (*Starship Log*: 'Extreme Risk' [VOY]) **SEE FILES 18, 43, 71**

Saint Mary's

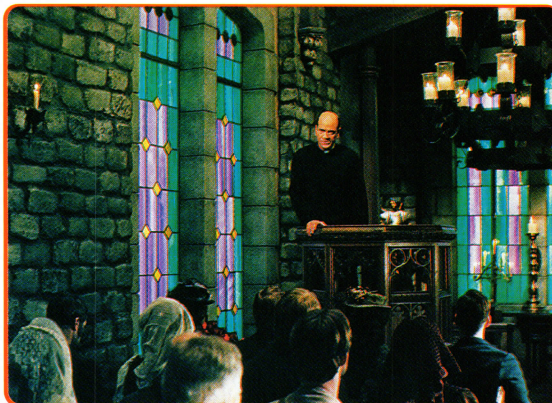
Church in the **U.S.S. Voyager NCC-74656**'s **Fair Haven hologram**. Saint Mary's was the domain of a cleric named **Father Mulligan**, a role assumed by the **Doctor**. (*Starship Log*: 'Spirit Folk' [VOY]) **SEE FILE 71**

Saint Moritz

Town on Earth known for ideal snow skiing conditions. In 2374, **Tom Paris** was prepared to develop a holographic simulation of Saint Moritz until **B'Elanna Torres** expressed extreme disinterest. (*Starship Log*: 'Waking Moments' [VOY]) **SEE FILE 71**

Salvoxia

Ill-fated **Talaxian Freighter**. In approximately 2275 the ship's life support systems began to deteriorate. Hoping to save some, others were selected for death. Eventually, everyone died and the ship drifted for 80 years. (*Starship Log*: 'The Haunting of Deck Twelve' [VOY]) **SEE FILE 71**



▲ **The Doctor found that he enjoyed delivering sermons to the parishioners of Saint Mary's church in the Fair Haven holodeck program in 2376.**

Sands

Mid-20th century hotel located in a desert region of Earth known as the Las Vegas strip. In addition to lodging, the Sands provided entertainment, like **Vic Fontaine**, and gambling. (*Starship Log*: 'His Way' [DS9]) **SEE FILES 27, 56, 70**

Sanitation Duty

A work detail on **Deep Space Nine** that involves janitorial labor. After **Bajoran** dissident **Oguy Jel** painted a message on a **Deep Space Nine** bulkhead, his punishment included three weeks sanitation duty. (*Starship Log*: 'Crossfire' [DS9]) **SEE FILE 70**

Saroyan, Maxwell

Friend of **Harry Kim** and **Dennis Kim** who was killed by the **Maquis**. **Tuvok** thought this tragedy provided Harry Kim with a motive to seek vengeance on former Maquis crew members aboard the **U.S.S. Voyager NCC-74656**. (*Starship Log*: 'Repression' [VOY]) **SEE FILES 43, 71**

Scandinavia

Area on Earth that spans the Scandinavian Peninsula, Norway, Denmark, and Sweden. **Tuvok** claimed to be from Scandinavia to explain away his unconventional appearance to the **Leonardo da Vinci** hologram. (*Starship Log*: 'Concerning Flight' [VOY]) **SEE FILE 71**

scarecrow

An inanimate object, sometimes formed by stuffing human clothing with straw, that discourages birds from consuming fields of crops. Being a scarecrow is among the activities available in the **Q** continuum. (*Starship Log*: 'Death Wish' [VOY]) **SEE FILES 18, 17, 71**

Schlezholt's Theory of Multiple Big Bangs

Theoretical cosmology idea that's dependent on **Wang**'s second postulate for its proof. **U.S.S. Voyager NCC-74656** crewman **Mortimer Harren** claimed to be close to disproving Schlezholt's idea in 2376. (*Starship Log*: 'Good Shepherd' [VOY]) **SEE FILES 43, 71**

S-class shuttle

Two-seat, non-warp shuttlecraft with primitive manual helm controls. **Tom Paris**'s experience piloting this type of ship, at the age of eight, had a long-term impact on his life. (*Starship Log*: 'Alice' [VOY]) **SEE FILES 43, 71**

Saavdra, Commander
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Shecky
Sherwood Forest
Sierra Mountains
sign language
Sinatra, Frank



▲ **The real Vic Fontaine often performed at the Sands, as well as other Las Vegas hotels, during the 20th century.**



▲ **A scarecrow featured prominently in the Q Continuum when Captain Kathryn Janeway of the U.S.S. VOYAGER NCC-74656 visited in 2372.**



Secretary

Individual employed to facilitate correspondence and assist a superior. **Roberta Lincoln** was **Gary Seven's** secretary. **Dixon Hill** relied on **Madeline**. **Darlene Kursky** worked for **Mr. Pabst**. **Trent** was **Beata's** secretary. **Ferengi** secretaries expect bribes for access to their bosses. **Secretary Constance Goodheart**, in the **Captain Proton** holoprogram, need only "tag along on all the missions." **Admiral Paris's** secretary is **Nicole**. (*Starship Log: 'Assignment Earth' [TOS]; 'Angel One,' [TNG]; 'Family Business' [DS9]; 'Night' [VOY]*) **SEE FILES 14, 18, 43, 44, 68, 69, 70, 71**



▲ **Roberta Lincoln served as Gary Seven's secretary in the late 1960's. She found it quite difficult to comprehend what her employer did.**



▲ **Lt. Reginald Barclay easily bypassed the security access code that was supposed to restrict him from the PROJECT PATHFINDER LABORATORY in 2376.**

security access code

Secret word or phrase used as a key by individuals when they need to override system safeguards. **Starfleet** provides a variety of access codes, which are changed constantly, for a range of purposes. (*Starship Log: 'Unnatural Selection' [TNG]; 'The Darkness and the Light' [DS9]; Cathesis [VOY]*) **SEE FILES 19, 69, 70, 71**

security clearance

Rating combining job responsibility and personal conduct history. Nine is the highest **Cardassian** security clearance. **Quark** forged security clearance ratings to level 7. Level 1 is considered top for **Starfleet** security clearance. (*Starship Log: 'Samaritan Snare' [TNG]; 'Babel' [DS9]; 'Meld' [VOY]*) **SEE FILES 69, 70, 71**

Selek IV

Planet in the **Delta Quadrant**. In 2377, Selek IV hosted a gambling tournament. The crew of the **U.S.S. Voyager NCC-74656** tracked con man **Gar** enroute to Selek IV. (*Starship Log: 'Critical Care' [VOY]*) **SEE FILE 71**

selenide

Hospital Ship medkit casing material, impenetrable to system sensors. The **Doctor** placed his **mobile emitter** inside a selenide medkit to mask his holographic signature and gain access to the ship. (*Starship Log: 'Critical Care' [VOY]*) **SEE FILE 71**



▲ **Quinn believed that he should be given the right to die, as he began to feel that limitless power and an immortal life were not as fulfilling as they once were.**

self-termination

Radical **Q** philosophy, championed by **Quinn**, advocating the right to end one's existence as a logical extension of individual liberty. Quinn's idea, and death in 2372, started the **Q Civil War**. (*Starship Log: 'Death Wish' [VOY]*) **SEE FILES 17, 57, 71**

Selnia Prime

Con artist **Dala** claimed to be **Sister Dala** from Selnia Prime, a small planetoid in the **Wyanti System** when she introduced herself to **Neelix** and **Tom Paris** in 2376. (*Starship Log: 'Live Fast and Prosper' [VOY]*) **SEE FILES 58, 71**

Servant

Female in **Q's** temporary Robin Hood reality who worked for Sir Guy and attended to Maid Marian's needs. She counseled Marian to accept Sir Guy's generous proposal of matrimony. (*Starship Log: 'Qpid' [TNG]*) **SEE FILE 69**

Shakespeare, William

1564-1616. English playwright and poet. In 2266 the **Karidian Company of Players** toured **Starfleet** facilities performing Shakespearean works. **Captain Jean-Luc Picard** and **Lt. Commander Data** often explored humanity and the meaning of Shakespeare's words in the **holodeck**. **Garak** did not share the respect for Shakespeare expressed by **Klingon General Chang**. (*Starship Log: 'Conscience of the King' [TOS]; 'Encounter at Farpoint' [TNG]; 'Improbable Cause' [DS9]; Star Trek VI: The Undiscovered Country*) **SEE FILES 43, 68, 69, 70, 71, 77**



▲ **The member of Species 8472 that took the identity of Starfleet officer Valerie Archer owned a number of works by George Bernard Shaw.**

Shaw, George Bernard

1856-1950. English social philosopher and journalist admired by **Species 8472's Valerie Archer**, who owned a collection of his works. **Chakotay** used a Shaw quote to gain Archer's trust. (*Starship Log: 'In The Flesh' [VOY]*) **SEE FILES 54, 71**

Shecky

Mid-20th century stand-up comedian who often performed in Las Vegas on Earth. Shecky's last name was **Greene**. **Vic Fontaine**, **Odo**, and two female companions attended a holographic Shecky performance in 2374. (*Starship Log: 'His Way' [DS9]*) **SEE FILE 70**

Sherwood Forest

Large wooded area on the planet Earth. In the 14th century the mythical Robin Hood occupied this area, despite its designation as a royal hunting ground. **Q** created a Sherwood Forest reality in 2367. (*Starship Log: 'QPid' [TNG]*) **SEE FILE 69**

Sierra Mountains

SEE High Sierras

sign language

Silent communication technique that relies on body movements, especially of the hands. In 2365, 81 different sign languages were in use by **Federation** worlds. **Captain Kathryn Janeway** studied American Sign Language while at **Starfleet Academy**. (*Starship Log: 'Loud as a Whisper' [TNG]; 'Macrocosm' [VOY]*) **SEE FILES 69, 71**

▶ **The Tak Tak used a bizarre form of body movements along with speech to convey their intentions.**



Sinatra, Frank

1915-1998. 20th-century Earth balladeer with a singing style similar to **Vic Fontaine**. Fontaine often talked about seeing Sinatra's shows in Las Vegas and then gambling together. (*Starship Log: 'His Way' [DS9]*) **SEE FILES 56, 70**

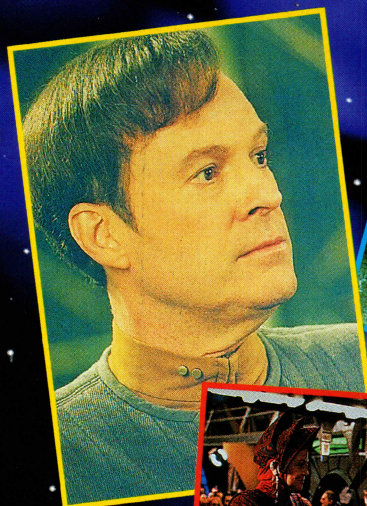


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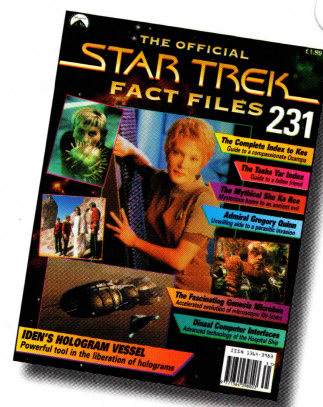
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Published by GE FABBRI Ltd.

Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.

179 Dalling Road
London W6 0ES

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Special thanks to Michael Okuda, Denise Okuda,
Rick Sternbach, and the Art Departments for
the current STAR TREK series.

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Colour reproduction by Bright Arts Graphics (S) Pte Ltd

Printed in Great Britain by Southernprint Ltd &
Waddington Chorleys PFB Ltd

Trade distribution by COMAG (Tel. 01895 444055)

PHOTO EDITOR, LOS ANGELES: Larry Nemecek

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The Guide to the STAR TREK Galaxy

FILE 1 CARD 94

THE CHAPEL INDEX

Nurse Christine Chapel serves as Dr. Leonard H. McCoy's able assistant during the *U.S.S. Enterprise NCC-1701*'s five-year mission. She goes on to forge a successful career for herself in the highest ranks of Starfleet.

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Crew of the *U.S.S. Enterprise NCC-1701*



FILE 20 CARD 1E

Dr. Roger Korby



Nurse Chapel joins the crew of the *U.S.S. Enterprise NCC-1701* to search for her missing fiancé, Dr. Roger Korby.

FILE 44 CARD 9

Nurse Christine Chapel is a conscientious and likable individual. Nevertheless, her good character hides heartache and tragedy.

Nurse Christine Chapel

FILE 43 CARD 10

Nurse Chapel in Love



Nurse Christine Chapel is attracted to the *U.S.S. Enterprise NCC-1701*'s first officer, Spock, but only the Psi 2000 virus allows her to get close to him.

FILE 43 CARD 10A

Mr. Spock



Nurse Chapel is forced to kiss Spock when they are made to perform in front of the Platonians in 2268.

FILE 43 CARD 4

U.S.S. Enterprise NCC-1701: Sickbay



Nurse Chapel is adept in the operation of sickbay's many systems, and proves to be a worthy assistant to Dr. Leonard H. McCoy.



FILE 20 CARD 10

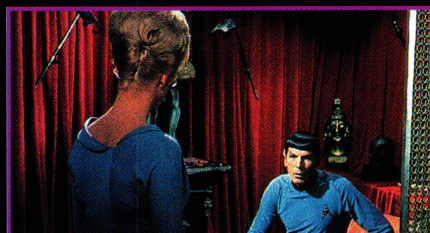
CHAPEL STARSHIP LOG: Key episodes



'The Naked Time'
FILE 68 CARD 6



'What Are Little Girls Made Of?'
FILE 68 CARD 9



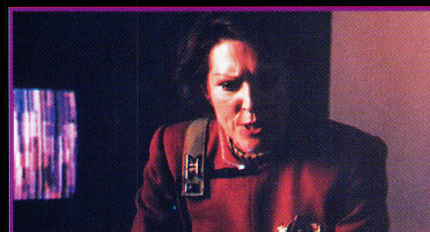
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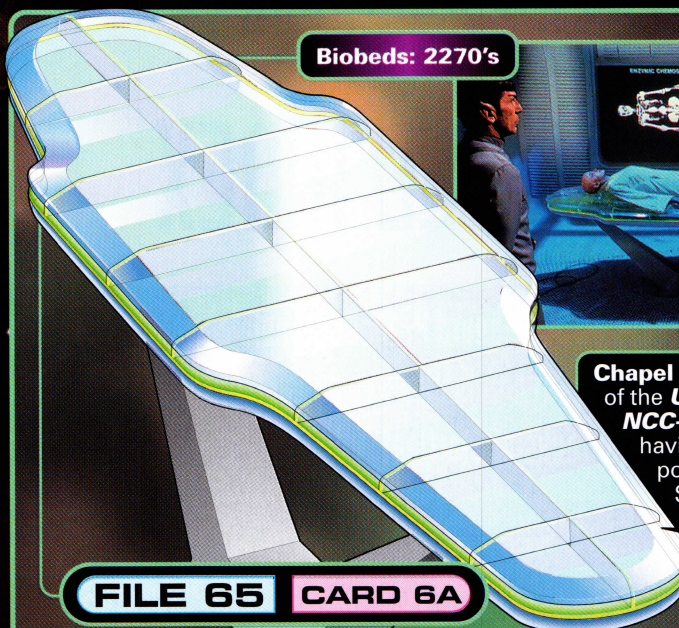
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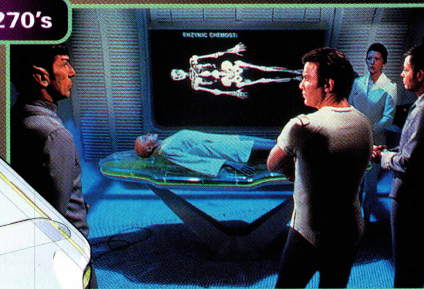
STAR TREK: The Motion Picture
FILE 72



STAR TREK IV: The Voyage Home
FILE 75



Biobeds: 2270's



Chapel rejoins the crew of the **U.S.S. Enterprise NCC-1701** in 2271, having achieved the position of doctor. She uses the new **biobeds** to scan the **Ilia** probe.

FILE 65 CARD 6A

Dr. McCoy



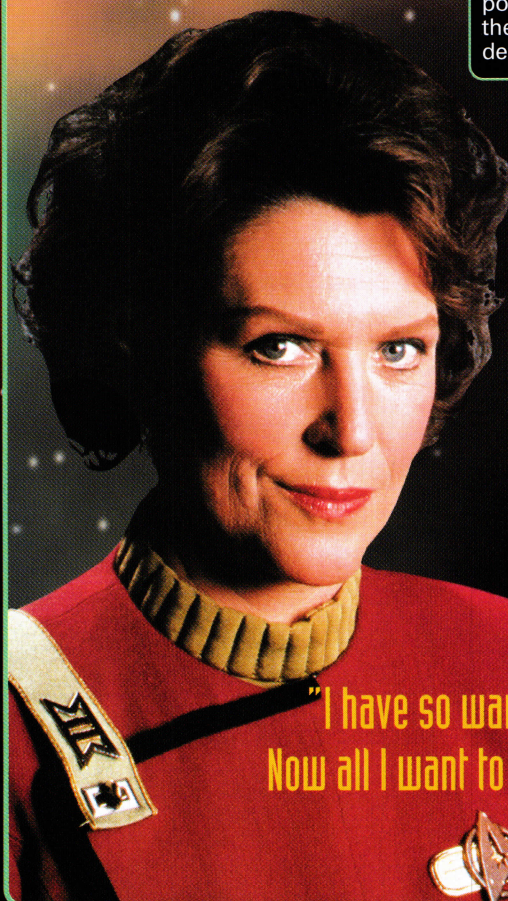
Dr. McCoy has heard of Chapel's promotion prior to his return to the refitted **U.S.S. Enterprise NCC-1701**. He jokingly demands that he will need a top nurse, "not a doctor who will argue every little diagnosis" with him.

FILE 43 CARD 5

Dr. Chapel



Chapel easily adapts to her new position as doctor. She brings to the role the same compassion and dedication that she showed as a nurse.



Chapel has risen through **Starfleet's** ranks by 2286. She stands next to **Ambassador Sarek** during **James T. Kirk's** hearing.

"I have so wanted to be close to you . . .
Now all I want to do is crawl away and die."

— Nurse Christine Chapel to Spock while under Platonian control



THE UNITED FEDERATION
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The Guide to the STAR TREK Galaxy

FILE 7 CARD 3J

20th-CENTURY EARTH



THE UNITED FEDERATION
OF PLANETS

Earth in the 20th century was a very different place to the clean, paradise at the center of the United Federation of Planets over 300 years later. Nevertheless, many of the technologies that would shape the future were already in development.

The 20th century was a time of immense progress and rapid change for the human race, encompassing a vast upsurge in the sophistication and prevalence of technology. It saw the invention of flight, the jet engine, computers, television, and space travel, all against a background of social change which was as rapid and far reaching as the mechanical advances.

From the point of view of **Starfleet** and the **United Federation of Planets**, the most important development of the 20th century was, of course, the advent of space travel. In less than 70 years since the

Wright Brothers' first 12 second flight at Kitty Hawk, mankind had set foot on Earth's moon – a truly remarkable rate of progress. The first man made object to be sent into space was the Russian satellite *Sputnik I*, launched in 1957. Just two years later, Yuri Gagarin became the first man to travel beyond Earth's atmosphere. On 20th July 1969, within 10 years of Gagarin's flight, Neil Armstrong and 'Buzz' Aldrin set foot on the moon. By the end of the century, the human race had developed unmanned satellites and sleeper ships that were capable of passing beyond Earth's solar system. The latter

were even capable of maintaining their crews in suspended animation while they traveled thousands of light years, albeit at sub-warp speeds.

Future developments

Not all of these remarkable developments were purely down to the ingenuity and forward thinking of the human race however; some technological 'advances' were in fact due to pollutions to the timeline caused by future technology appearing in the 20th century before its time. Entrepreneur **Henry Starling** made a fortune during the second half of the century from



Dark times

Even the civilized regions of 20th-century Earth were not without their perils; violence, and abuse of human rights were rife throughout this period.



Revelation

Dr. Nichols of Plexicorp in San Francisco is credited with the creation of transparent aluminum; he is actually assisted by visitors from the 23rd century.

Revolution

The destitute **Henry Starling's** discovery of a crashed 29th-century **FEDERATION TIMESHIP** allowed him to build a technological empire in the 20th century.



LEGENDARY FIGURES

The Faces of the 20th century

1911 Russian scientist Konstantin Tsiolkovsky develops the basic principles of rocket flight, paving the way for space flight in the future. His work would be honored in the future by naming the Starfleet vessel *U.S.S. Tsiolkovsky NCC-53911* in his honor.

1928 Early Earth pilot Amelia Earhart becomes the first woman to fly solo across the Atlantic. In 1937, she disappeared while attempting to fly around the world, and was assumed dead. In actual fact, she and her co-pilot, Fred Noonan, were kidnapped by an alien race called the Briori, along with several other humans, and transported to a distant world in the Delta Quadrant.



Pioneering pilot

Amelia Earhart's aeronautical endeavors became legendary, and her disappearance only fueled the myth.

1931 Remarkably, had social worker Edith Keeler not died in 1931, the world would have been a much different place. A glimpse into an alternate timeline once revealed that her pacifist stance would have kept America out of WWII, leading to a Nazi victory.

1986 Cetacean expert Dr. Gillian Taylor was one of Earth's leading authorities on whales, the entire species of which were extinct by the 23rd century. When Admiral James T. Kirk and his crew travel back in time to obtain two humpback whales, Dr. Taylor chooses to return to the future with them to share her expertise and help reintroduce the species to Earth's oceans.

1996 Young astronomy graduate student Rain Robinson becomes one of the century's unsung heroes when she helps Starfleet officers from the 24th century to bring down the plans of future technology pilferer Henry Starling, thus preventing a breach in spacetime which would have led to the destruction of Earth's entire solar system. As the events are never entered in any official records, Robinson's contribution to Earth's history is largely forgotten.



Leaving for the 23rd century

Dr. Gillian Taylor leaves her career as a marine biologist behind in order to travel to the 23rd century and assist in the repopulation of Earth's oceans by whales.

Saving the future

Rain Robinson joins **Tom Paris** and **Tuvok** of the *U.S.S. VOYAGER NCC-74656* in an attempt to stop Henry Starling altering the timeline and destroying the Earth.





Many of Earth's nations maintained powerful military forces during the tumultuous 20th century.



Humanity's early space missions used liquid fueled rocket ships to attain planetary orbit.

technology he pirated from a 29th-century **Timeship** whose crashlanding he witnessed in Arizona in 1969. The advanced materials Starling obtained from the vessel instigated and drove Earth's micro-computer revolution. Whether or not such technology would have been invented without Starling, or at what part in history it would have made its appearance, is a question that can never be answered. Similarly, we will never know if **Dr. Nichols of Plexicorp** in San Francisco would ever have invented transparent aluminum on his own without a visit from future Starfleet officers who furnished him with the equation for its chemical composition in 1986.

Times of violence

Sadly, in spite, or in some cases because of, the technological and scientific advances, the history of the 20th century was also peppered with violence. Sometimes it appeared that technology was moving too fast, and many people genuinely worried that the newly developed nuclear bombs would destroy the entire planet. One alien race even stepped in to save the human race from itself, training Earth-born agent **Gary Seven** to ensure that the nuclear arms race did not end in disaster.

Nevertheless, two world



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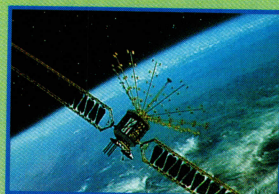
FILE 7 CARD 3J

20th-CENTURY EARTH



THE UNITED FEDERATION OF PLANETS

Social worker **Edith Keeler** worked tirelessly for homeless people during the depression of the early 1930's.



Unmanned satellites aided global communications in the late 20th century.

Shannon O'Donnel finds herself caught between the 20th and 21st centuries in *Portage Creek* in the year 2000.



Gabriel Bell's upbringing in the late 20th century serves him well when he comes to fight for civil rights in the 21st century.



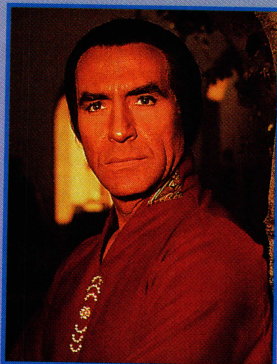
end of WWII, the United Nations was established in San Francisco, a forerunner of the United Federation of Planets. Sexual and racial equality were beginning to be recognized across the planet, and people of all races and creeds were prepared to fight for their rights, backed up by laws on Human Rights and behavior set up and maintained by a world court. For the first time, the human race was becoming a single entity rather than a disparate group of tribes linked by nothing more than similar genetics.

The human race had a long way to go before

reaching the civilized utopia of the 24th century, with its good quality of life for all, however. Some of the men and women who would shape the future were born into very different circumstances during the 20th century. Social workers such as **Edith Keeler** had to fight hard not to let the despair of the depression years sap their belief in the good of human nature. **Gabriel Bell**, born in 1986, would face a life of extreme hardship and social injustice that would cement in him the spirit needed to lead the **Bell Riots** of the early 21st century. On the other hand, others who

wars were fought on a global scale, and toward the end of the century, the human race faced an even darker time: the **Eugenics Wars**. **Khan Noonien Singh**, a genetically engineered superhuman, amassed an army of loyal genetically enhanced followers, and together they attempted to take over the world. At the height of his power, in 1992, Khan ruled a quarter of the entire globe, including all of South East Asia and the Middle East. By 1996, however, he had been largely defeated, and he and his surviving followers fled the planet aboard a **DY-100 Sleeper Ship**. The human race was left to contemplate the dangers of science allowed to run out of control, leading to a ban on human genetic enhancement that is still in place four centuries later.

Social changes also paved the way for the future. Global communications and easy travel were bringing the nations of the world closer together. In 1945, at the



Khan Noonien Singh brought Earth to the brink of destruction during the **Eugenics War**, in an unsuccessful bid for global domination.

GALAXY FACTS

In 1902 **Sean Aloysius O'Brien**, an ancestor of Chief **Miles O'Brien**, leads the **Anthraxite Strikes** in the Pennsylvania coal yards.

The first adventure of fictional detective **Dixon Hill** is published in 1934. The character would go on to be loved by future generations and would become a favorite of Captain **Jean-Luc Picard**.

would play an important part in Earth's future had an easier ride. Young **Shaun Geoffrey Christopher** no doubt had a privileged life as the son of a successful Air Force captain, which, combined with hard work, presented him with the opportunity to become an astronaut. Early in the following century, he would lead Earth's first manned space mission to Saturn.

Forward thinking

All in all, the 20th century was a time of great change and even greater contrast, the century in which the human race took its first tentative steps beyond the atmosphere of its homeworld. **First Contact** with alien races and the vast United Federation of Planets was still a long way away, but the seeds had been sown for a long and glorious future.

EVER VIGILANT

The search for alien life

The 20th century saw the human race travel beyond Earth's atmosphere for the first time, launching unmanned satellites, then manned rockets, and finally reusable shuttlecraft. By the end of the century, Earth was orbited by permanently manned space stations, and spaceflights to Mars and Saturn were less than a decade away.

Unmanned satellites such as **Pioneer 10** and **Voyager VI** were launched with the deliberate intent of searching out and communicating with alien life forms,

and the SETI program – the Search for Extraterrestrial Intelligence – scoured the solar system for radio waves that may be emissions from alien life forms.

Ironically, **First Contact** with an alien race had already been made. In 1947, a **Ferengi Pod** carrying **Ferengi Quark**, **Rom**, and **Nog**, and **Changeling Odo** crashlands in Roswell, New Mexico, after being thrown back in time from the 24th century by an onboard explosion. With the help of friendly humans, the aliens – who are mistaken for Martians by the human authorities – retrieve their craft and return to their own time. The alien landings at Roswell become a myth surrounded by conspiracy theories; the truth never officially released.



Take me to your leader

The **Ferengi** who find themselves on Earth discover that 20th-century humans are much different from their 24th-century counterparts.



The Guide to the STAR TREK Galaxy

FILE 15 CARD 12

UNIMATRIX ZERO



The fantastic dreamscape known as **Unimatrix Zero** offers precious escape from 'life' as a **Borg drone**. It is a persistent thorn in the side of the **Borg Queen**, who is determined to destroy it at all costs.

The dream of the **Borg collective** is to achieve perfection – but some Borg dream more than others. **Unimatrix Zero** is a vivid virtual reality inhabited by tens of thousands of **Borg drones** when they enter their regeneration cycle, but the individuality and self-expression it offers is seen by the **Borg Queen** as a threat to the collective.

On the face of it, Unimatrix Zero is an idyllic forested environment. Birds sing constantly in the background, and the warm sun beats down on a small village enclave. This collection of tent-like dwellings, open at the sides, is positioned around a beautiful river and bay. Large lighting stands illuminate the area brilliantly at night. The entire vision seems too good to be true – which, of course, it is.

Unimatrix Zero is a virtual

construct, able to be accessed only by one in every million Borg drones with a particular recessive mutation. It is believed by some that Unimatrix Zero started as a random malfunction during the assimilation of a single drone, and eventually spread to others. The affected drones are only able to access Unimatrix Zero when they achieve something akin to REM sleep in their regeneration cycle. The first visit can be very disorientating for drones, as they simply materialize in the forest as soon as they enter sleep mode.

A virtual paradise

It is unknown why the realm was configured in this way – perhaps by consensus, or according to the desires of that first drone. It may even represent a real place. Each drone that is part of

the unique community is bound together by a single **interlink frequency** not even known to the Queen. They hail from all over the collective, and are spread throughout the Galaxy. Many races are represented, including the **Hirogen** and the **Klingons**.

Unimatrix Zero is a sanctuary, a place where the Borg can experience self-expression and liberty

The idyllic setting of Unimatrix Zero is a stark contrast to the ships and facilities operated by the Borg; a beautiful hillside looks out onto a calm bay.



in a life that is otherwise totally communal. It is governed as a basic democracy, where everyone has their say and the majority rule, but the individuals are able to wander freely or congregate, expressing

themselves through interpersonal relationships without the ever-present hive mind. Some take the opportunity to develop intimate relations of the kind they knew before assimilation. Drones in Unimatrix Zero appear,

Drones who appear in Unimatrix Zero look as they did prior to assimilation; their bodies are devoid of the Borg implants that scar them in reality.



The tranquility of Unimatrix Zero is evident to all who visit. The atmosphere is very relaxed, and visitors can simply sit by and watch the virtual world around them.

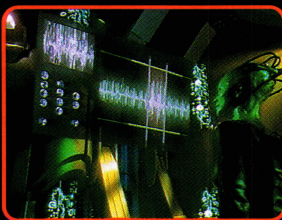
TAKING ACTION

Wrath of the Throne

The existence of Unimatrix Zero is described by the **Borg Queen** as a disease, a sickness that must be stamped out. To this end, she brutally disconnects targeted drones from the hive mind as a form of torture, offering to reconnect them only if they answer her questions. The drones are unable to recall the dreamscape, however, and face having their cortical array dismantled for further analysis.

The Queen manages to identify and deactivate 200 drones with the recessive mutation over a period of several months, but she is frustrated by the slow progress – experimenting on a greater number is the only way to find and disrupt the interlink frequency that connects the drones. She is able to isolate the carrier band, but it is useless without the frequency.

The Queen's views are not altered when she manages to enter Unimatrix Zero herself. She denounces the garden paradise as a primitive environment without redeeming features – a truly Borg point of view from the personification of the collective.

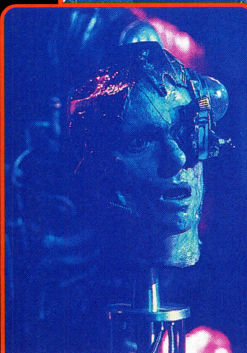


The Borg Queen makes a considerable effort to identify the carrier wave that allows certain drones to visit Unimatrix Zero.



The Borg Queen ruthlessly severs the heads of a number of drones found to have existed in Unimatrix Zero.

The severed heads are dissected by the Borg in an effort to reveal Unimatrix Zero's interlink frequency.



GALAXY FACTS

- ▶ Drones cannot be killed by each other in Unimatrix Zero. They simply reappear at the beginning of their next regeneration cycle.
- ▶ It is not known how the dreamscape is fashioned, or whether it is constantly evolving. It appears that necessities – such as tools – must be made by hand.



The Guide to the STAR TREK Galaxy

FILE 15 CARD 12

UNIMATRIX ZERO



▶ **The Borg Queen visits Unimatrix Zero on the advice of Captain Kathryn Janeway in early 2377, in an attempt to understand what she is trying to destroy.**



▶ **Seven of Nine's appearance changes as she becomes more relaxed in Unimatrix Zero.**



▶ **Seven falls victim to a net trap designed for the Borg drones sent to Unimatrix Zero.**



▶ **The population of Unimatrix Zero is comprised of many different species.**



▶ **Unimatrix Zero is destroyed in an effort to save the drones who appeared there.**



▶ **B'Elanna Torres, and Tuvok, along with Captain Kathryn Janeway, allow themselves to be assimilated in order to deploy Axum's nanovirus.**

in most cases, as they looked before they were assimilated; they can control their appearance, and for many of them it is an important factor in their enjoyment of the dreamscape. They also use their former names in preference to their Borg designations. A number of children also form part of the community; they are able to run and play and laugh, while in the outside world they are most likely still placed within a **Borg** maturation chamber.

Some have little or no memory of the collective, indicating they have only recently been assimilated.

Secret world

The community recognizes the determination of the Borg Queen to root out those drones with the recessive mutation, and takes steps to thwart this. The man called **Axum** designs a **nanovirus** to mask the biochemical signature of the mutation, but it still needs to be released into the collective from without, as the drones retain no memory of the Unimatrix during their waking hours.

The newly-returned **Seven of Nine**, part of the crew of the **U.S.S. Voyager NCC-74656** and the community's only connection to the real world, is thus recruited. **Captain Kathryn Janeway** enters Unimatrix Zero with Seven via a **Vulcan** technique known as **'The Bridging of Minds,'** and suggests creating an organized resistance movement by modifying the nanovirus to allow the Borg to keep their memories when they leave the dreamscape. They can then use the realm as a base to coordinate their efforts.

The Queen's initial efforts at closing down Unimatrix Zero meet with only limited success, as the crucial interlink frequency is protected by a complex **triaxial modulation**. She instead modifies drones to enter the realm and hunt down the rogue units. The

peaceful environment is laid siege, with the community forced to form hunting parties, patrol the perimeters, and fashion crude traps using nets and wooden stakes. Despite this, the community loses more people by the hour.

Collective revolution

The virus is successfully released by Janeway, **Lt. Commander Tuvok**, and **Lt. B'Elanna Torres** and sweeps through the collective. The population of Unimatrix Zero meanwhile create a battle plan, targeting the primary unicomplex, to disrupt the Queen's control of the hive mind. She responds with a final gambit – either the drones close down Unimatrix Zero, or she will disseminate her own variation of the nanoprobe virus to destroy all those with the recessive mutation.

The community is sadly forced to abandon the environment that has been their brief enclave from the horrors of their existence, evacuating the disintegrating dreamscape by ending their regeneration cycles. Unimatrix Zero disappears in a fiery pall, but its legacy lives on in the drones who can now remember the life they shared there. It may yet prove a force for change within the collective.

ANOTHER LIFE

Borg Individuals

One of Unimatrix Zero's inhabitants is **Seven of Nine**, otherwise known as **Annika Hansen**, who was part of the realm for almost 18 years following her assimilation, and prior to her liberation from the collective by Captain Kathryn Janeway. She rejoins the community in late 2376.

Annika shared a six-year romance during her downtime in the realm with **Axum**, or **Five of Twelve**, **Secondary Adjunct of Trimatrix 942**. He is one of the community's natural leaders, and the creator of the nanovirus they hope will protect them. Other individuals with the recessive mutation include a humanoid male named **Cirrol**; **Laura**, a human assimilated at the **Battle of Wolf 359** in 2367; and the Klingon General, **Korok**.



▶ **Seven of Nine once had a relationship with Axum in Unimatrix Zero. She renews the affair in 2376.**



▶ **Children who may still be held in maturation chambers also inhabit Unimatrix Zero.**



▶ **Seven of Nine encounters a former Starfleet officer who was assimilated by the Borg at Wolf 359.**



SHIP:

U.S.S. ENTERPRISE NCC-1701-D

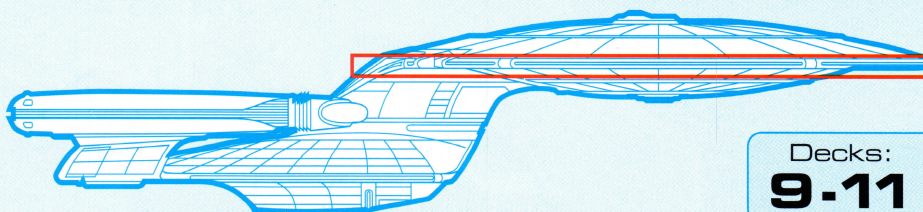
SYSTEM:

DECK-BY-DECK

LOCATION:

DECKS 9-11

Decks 9-11 of the *U.S.S. Enterprise NCC-1701-D* house many of the systems that allow the vessel to separate into two autonomous sections.



Decks:
9-11

DECK 9

Deck 9 contains a number of systems dedicated to the main saucer separation function of the *Galaxy-class U.S.S. Enterprise NCC-1701-D*, and allows both the release of the **saucer section** and its reconnection to the **stardrive section**. A series of retractable docking latches are arranged in a semi-circle to the stern of the deck, which fix securely into dedicated retaining ports constructed in the upper spine of Deck 10's stardrive section. In separation mode the latches retract into the body of the saucer section within Deck 9, allowing the entire saucer to move away under its own power and operate independently; however, in this mode saucer velocity is restricted to impulse speeds only, unless the separation sequence is achieved at warp speeds, in which case the saucer can maintain the decaying warp field for up to two minutes. Located to the port and starboard of the docking latch

array are the impulse engine reactors that generate power for the twin sets of vectored exhaust nozzles facing backward out of the saucer section. In the event of damage to the primary **fusion reactor**, a spare unit is stored in close proximity to the impulse engine bays.

Situated to the rear port side of Deck 9 are a series of systems designed to support the **EPS** system, operating for the entire vessel when in normal flight mode and transferring control of the vital power distribution network to the saucer section when separated.

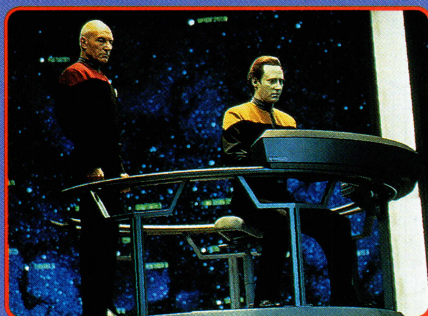
Advanced research labs

The starboard side of this expansive deck also contains a number of laboratories dedicated to atmospheric systems, once again providing specific research and development environments for specialists working aboard the *Enterprise*. In keeping with the majority of decks within the saucer section, Deck 9

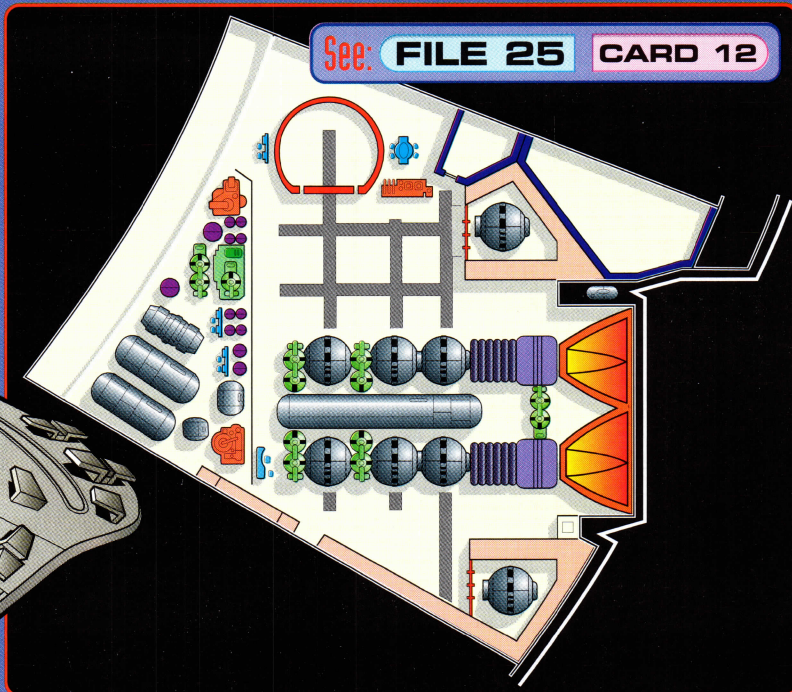
features a large proportion of crew quarters on both the port and starboard sides of the oval shaped deck, connected by a series of access corridors and the main **turbolift** network. A crew lounge is also provided to the front starboard of the deck, allowing personnel on this level to relax after their duty shift without having to travel to other parts of the ship.

One of the most important scientific and research tools in the fields of navigation and spatial mapping is located on both Decks 9 and 10 in the form of **Stellar Cartography**, continuing down from Deck 8 directly above. This department is situated centrally in close proximity to the continuing twin main computer core. Deck 9 also houses the upper sections of Deck 10's **holodecks**, giving a far greater degree of realism to the holographic experience due to the greater amount of space provided by the higher ceiling generated over two decks.

Deck 9 contains additional components of the U.S.S. ENTERPRISE NCC-1701-D's Stellar Cartography department. These systems map space, allowing the creation of detailed star charts.



See: FILE 25 CARD 12



The docking latch systems contained within the stardrive section of Deck 9 allow the saucer section to join together with the engineering hull of the ENTERPRISE.

The impulse engines contained within Deck 9 of the ENTERPRISE allow the saucer section to operate independently of the stardrive section when the two components of the GALAXY-class vessel are separated.

See: FILE 19 CARD 3E





DECK 10

The rear port and starboard sides of Deck 10 continue to house the impulse engines vital for the independent functionality of the **saucer section**, and consist of a number of gas flow accelerators that directly feed the generated fusion energy into the **driver coils**. Directional movement for the saucer section is attained via a series of exhaust director venturi located directly beneath the vectored exhaust nozzles of Deck 9, with swap out transfer aisles built into the drive maintenance areas to the sides of the inline fusion reactors.

Maintaining energy

Reactor maintenance bays allow routine and emergency maintenance to be carried out on the impulse engines, with the possibility of transferring energy production to the auxiliary fusion generators located to the sides of the exhaust systems. Antimatter storage pods are housed behind the saucer impulse engines to the rear of the engine rooms, with **EPS** support again located in close proximity to these dual drive systems.

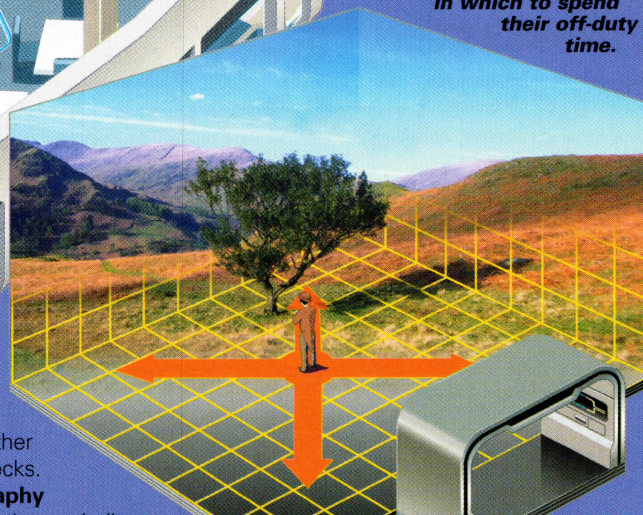
Located in the middle center of the port and starboard sides are double **holodeck** matrixes, directly below the Deck 9 high bays. These facilities are smaller in size than the holodecks located on Deck 11 below; enlarged high bays



See: FILE 25 CARD 18

▼ The **Ten Forward** bar is the most forward location aboard the **ENTERPRISE**. It provides a relaxing and comfortable atmosphere for crew members to unwind in after they have completed a duty shift.

▼ **Holodecks** are, perhaps, the most important recreational facilities aboard Federation starships such as the **ENTERPRISE**. They allow crew members to create a realistic facsimile of any environment they can imagine in which to spend their off-duty time.



are also situated to either side of the Deck 10 holodecks.

Additional **Stellar Cartography** facilities are located directly below a similar facility on Deck 9, with Deck 10 also housing a reduced number of crew quarters and a high concentration of lifeboats reached via the use of dedicated evacuation routes. **Reaction Control Thruster Quads** used for station-keeping and delicate maneuvering are situated to the forward and rear port and starboard edges, with a sensor monitoring suite and

See: FILE 25 CARD 10

sensor maintenance located on the starboard leading edge of the deck. Situated centrally in the forward leading edge is **Ten Forward**, the most popular meeting place for off-duty personnel aboard the **U.S.S. Enterprise NCC-1701-D**.

DECK 11

Deck 11 aboard the **U.S.S. Enterprise NCC-1701-D** is smaller in size than Deck 10 due to the inward curve of the **saucer section**. This deck shares its reduced area with a number of systems built into the dorsal connection spine of the **stardrive section**, including an area dedicated to tactical planning at the rear of the deck within the engineering hull. Working in conjunction with the connection systems on Decks 9 and 10 are a series of structural latching systems that allow direct connection to the **Battle Bridge's** hull in a semi-circular arrangement to the rear of the saucer section of Deck 11, along with a series of **phaser EPS** node groups located behind the latching arms. The node groups feed power to the saucer section's primary offensive and defensive systems in the form of the phaser arrays situated to the port and starboard rear of the deck, allowing the saucer section to pose a formidable threat under its own power during a combat scenario.

Situated directly below their high bays in Deck 10 are twin sets of large **holodecks**. Adjacent to these facilities are the high bays for four gymnasiums, again utilizing a double

deck arrangement to produce a more spacious environment for the crew. Situated between the centrally mounted computer core is a repository for the central saucer **turbolift** carriages, along with a main stairwell that runs the entire height of the main computer core. An aid station is provided at locations to the port and starboard of the deck, along with engineering support offices and contingency



▲ The comfortable banqueting facilities aboard the **ENTERPRISE** provide a suitable location for functions to welcome visiting dignitaries to the vessel.

crew accommodation that can be used if parts of the vessel become uninhabitable or the entire crew has to be evacuated to the saucer section in an emergency situation.

This deck also houses a luxurious and comfortable banqueting and conference facility that is provided for VIP guests, and may also be used for any diplomatic functions held aboard the starship.



▲ The gymnasiums aboard the **ENTERPRISE** are used for a variety of purposes, including Lt. Worf's Klingon calisthenics classes.



FILE 29 U.S.S. VOYAGER NCC-74656

NAME:

U.S.S. VOYAGER NCC-74656

FACILITY:

DELTA FLYER

FACILITY:

ESCAPE PODS

The *Delta Flyer* is equipped for almost all eventualities — including the possibility that in a disaster, the crew may need to evacuate it in compact escape pods.

The *Delta Flyer* features a number of advanced design specifications aimed at providing more effective facilities and protection for its crew. Despite possessing superior firepower and protective shields over the standard **Starfleet Class 2** shuttle, the potentially hazardous nature of the *Delta Flyer*'s missions still cannot preclude the possibility of the vessel having to be abandoned in cases of extreme emergency. As such, the *Delta Flyer* is equipped with a number of self-contained escape pods that enable the crew to leave the vessel if it is severely damaged or incapable of sustaining life while in space, therefore offering a much greater chance of survival in cases of extreme emergency.

Latest advances

Escape pod technology is continuously refined and adapted, incorporating the latest materials and systems into highly mobile units capable of sustaining life for a limited amount of time in space, or transporting evacuated crew members to suitable nearby planets. The *Delta Flyer*'s relatively small size — just 16.45 meters — precludes the incorporation of a large escape pod capable of containing the entire crew complement as it would greatly reduce the amount of space within the ship's interior, so a number of discrete single occupant units measuring 2.3 meters in length are designed and built into the rear of the *Delta Flyer*'s infrastructure. The escape pods are individually named and numbered, and because of the *Flyer*'s compact design, personnel from the bow can quickly enter the pods and ready them for launch in a matter of seconds — extremely important in cases of a catastrophic hull breach or **warp core** containment failure.

The launch and deployment of the escape pods is both simple and rapid, and can be controlled from the ops and tactical station within the *Delta Flyer*'s cockpit. Once an occupant has entered the pod, its readiness

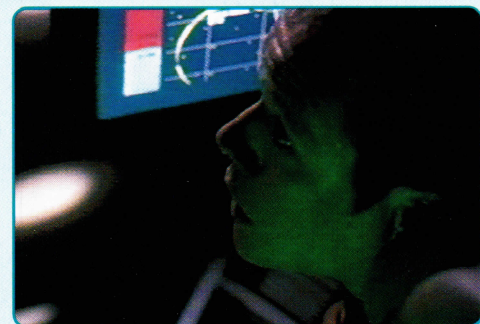
▶ The escape pods fitted aboard the **DELTA FLYER** are only slightly larger than photon torpedoes. Nevertheless, they are outfitted with an array of advanced systems in order to ensure the survival of their occupants, whether it be in the vacuum of space, or on the surface of an unexplored planet.

for launch is indicated and the unit can be ejected from the ship with the press of a single control; successful release is indicated by a low rumble from the rear of the ship. Once launched, the pod can be programmed to follow a flight path that takes it away from potential hazards, and can even be piloted manually if required, although the maximum time it can sustain life in space is unclear. The pod has the ability to land on a planetoid and is therefore designed for atmospheric entry, with its external shape aerodynamically styled to maximize the chances of survival during an orbital entry.

The escape pod is constructed from a series of smooth interlocking white colored plates that form its durable outer shell, offering high levels of protection against the vacuum of space, re-entry heat, and impact protection on landing. The pod consists of two separate sections that form an airtight seal when occupied, with the upper raised section clamping down on the larger underside shortly before launch. The upper lid section is raised in order to house several internal control systems that can be manipulated by the occupant, although the interior is quite claustrophobic due to the amount of systems contained within.

The upper section of the lid contains a small window on both the port and starboard sides, with the main sensor array located directly above the head of the occupant. At the rear of the lid section is a **central locator strobe**, and two small **reaction control thrusters (RCS)**. Clearly marked along the side of the lid are the words '**U.S.S. Voyager United Federation of Planets**' in black lettering, with the words '**Delta Flyer Escape Pod**' and '**74656 Emergency**' in bold letters on the lower section. Located aft of the lid is a small **phaser** array that provides the solitary occupant with a means of defending the pod; behind this is positioned a secondary sensor array.

The lower section of the escape pod features additional RCS thruster units in order to provide maximum maneuverability, along with a small



▶ The cramped interior of the escape pod features the familiar touch-sensitive **Starfleet LCARS** technology.

impulse engine located on the underside. Perhaps the most intriguing aspect of the escape pod is seen in two small triangular segments that utilize **Borg** technology — an indication of **Seven of Nine**'s design input.

Cramped interior

The pod's interior is designed for its occupant to lie flat on a support bench, offering as much comfort as possible within its cramped confines. Interior construction includes a series of gray colored reinforcing ribs along the bulkheads formed by a metallic framework. Primary illumination is generated by a number of low level circular lights built into the underside of the upper section's bottom half. A series of touch-sensitive controls are located above chest height on the sloped bulkhead panels to both sides of the occupant, with a small master control panel mounted slightly closer to the user. Manipulation of these controls can alter the attitude and speed of the pod, as the panel's display relays a constantly updated graphical representation of the unit in relation to other spatial bodies. The pod also has the ability to open audio **subspace** communications with other vessels.

The escape pod can be beamed directly back into its housing in the rear of the *Delta Flyer* if an emergency situation is found to be a false alarm.

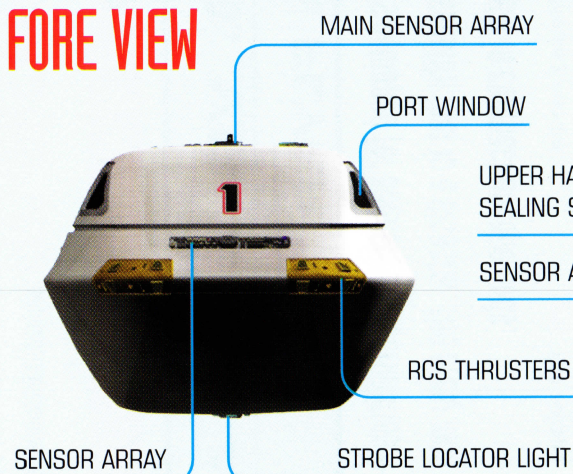


▶ Crewman Mortimer Harren launches an escape pod in 2376, in an attempt to divert the attentions of an alien being.

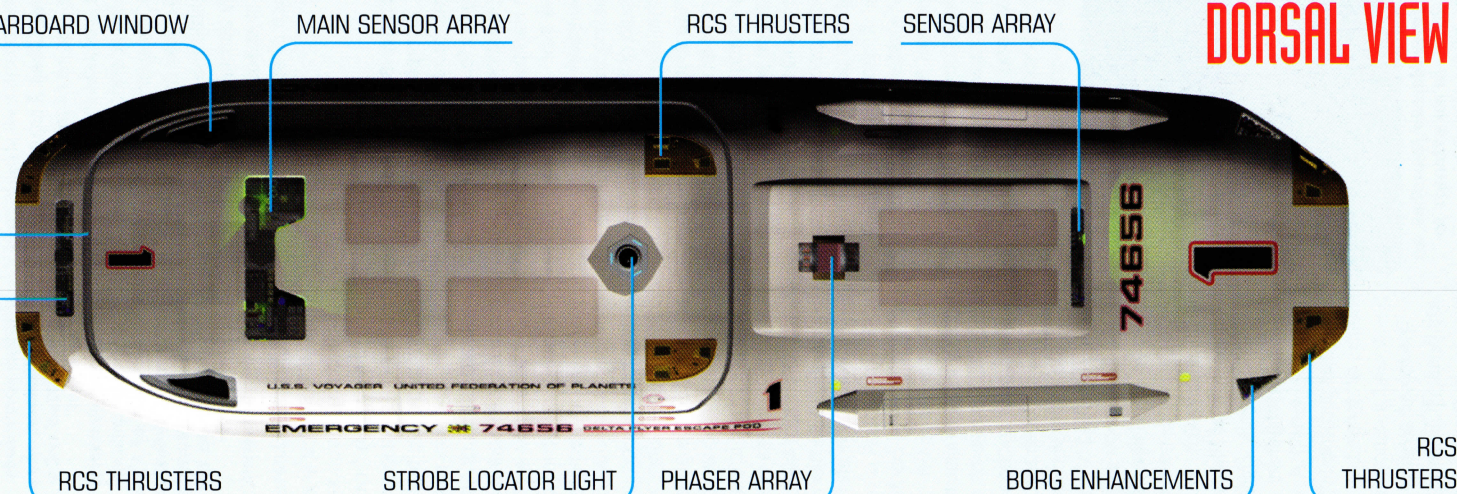


DELTA FLYER: ESCAPE PODS

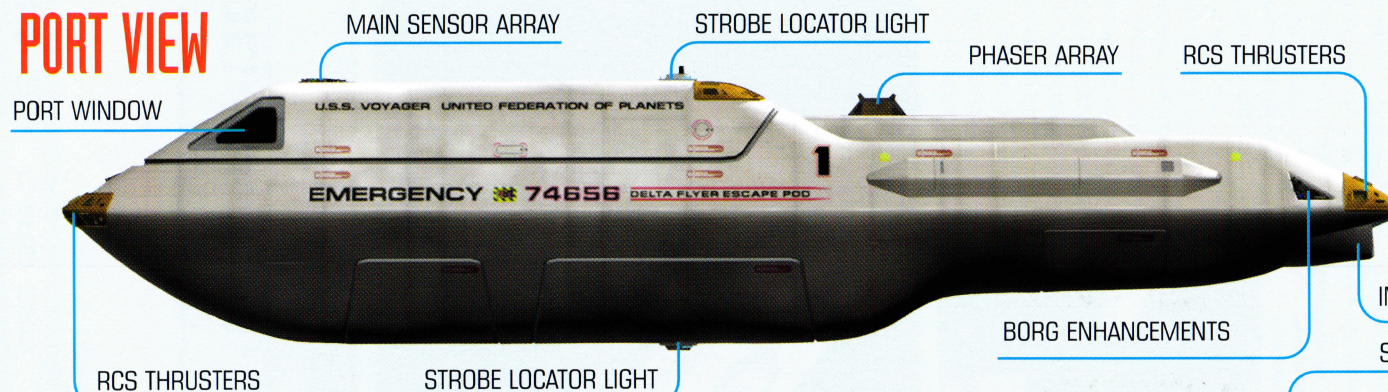
FORE VIEW



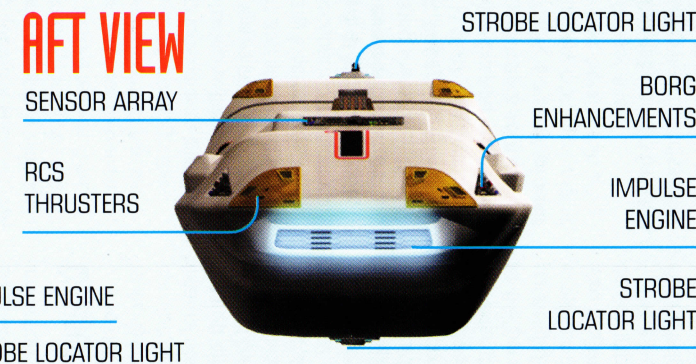
DORSAL VIEW



PORT VIEW



AFT VIEW

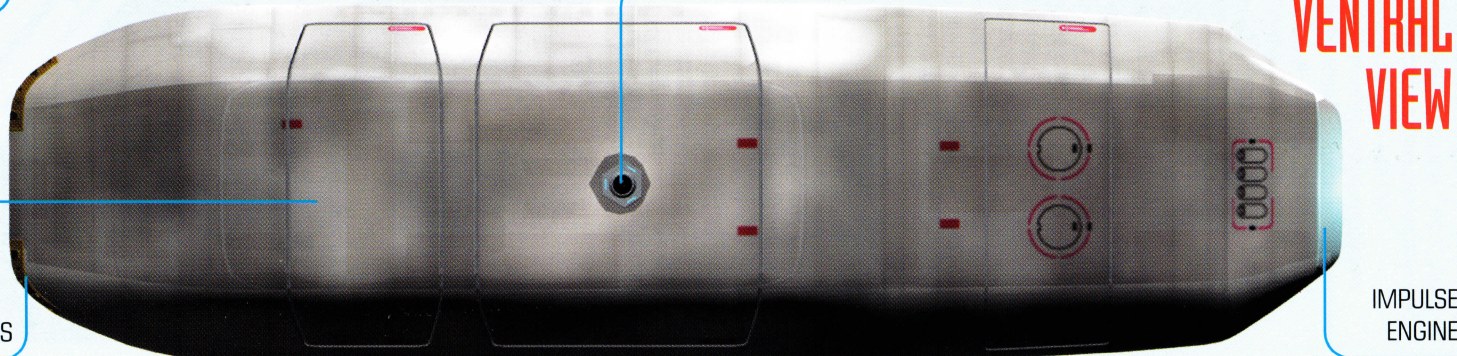


DELTA FLYER ESCAPE POD

Type: *Delta Flyer* escape pod.
Length: 2.286 meters
Weapons: Single **phaser** emitter
Propulsion: Limited range impulse engine and **RCS** maneuvering thrusters.
Crew: One crew member laying in a horizontal position.

VENTRAL ACCESS HATCHES

RCS THRUSTERS



VENTRAL VIEW

IMPULSE ENGINE



FILE 40 OTHER STARSHIPS

OTHER CARDS
IN THIS FILE...

- 7 THE KAZON RAIDER
- 27A NEELIX'S SHIP
- 33 VIDIIAN SHIP

SEE OTHER
FILES...

SPACE MACHINES, ARRAYS,
AND PROBESFile 42
STAR TREK: VOYAGER.....File 71

Delta Quadrant Ships: Encountered by the U.S.S. VOYAGER NCC-74656

The *U.S.S. Voyager NCC-74656* has encountered many alien vessels in the time since it is transported to the **Delta Quadrant** in 2371. Many are benevolent, but just as many have been intent on destroying the **Federation** starship for their own unfathomable reasons.

The **Caretaker's Array** takes the form of an immense, strikingly designed space station that is first encountered by the crew of the **U.S.S. Voyager NCC-74656** soon after they are transported to the **Delta Quadrant** in 2371.

The Array is an intricately constructed station, comprising a thick central core with a number of angled vanes that stretch away in various directions. The overall effect is of a creation totally unlike anything ever encountered by **Starfleet** before. The purpose of the Array, other than as a home to the **Caretaker**, is to supply power to the **Ocampa** on their nearby world.

STARSHIP LOG: 'CARETAKER' [VOY]

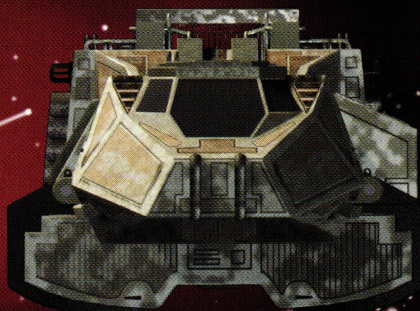


▲ The **CARETAKER'S ARRAY** is far larger and more sophisticated than the **U.S.S. VOYAGER NCC-74656**.

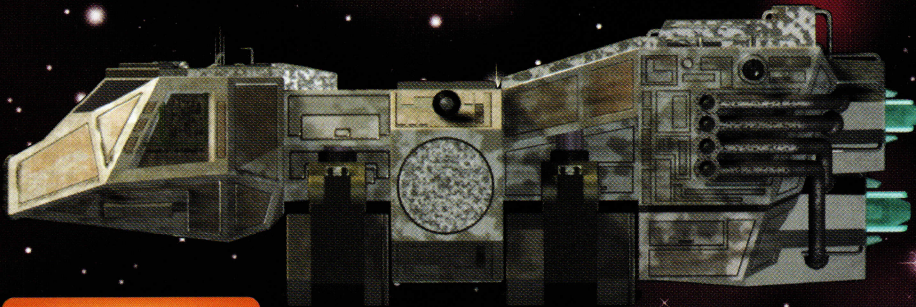


▲ The **Caretaker** can create different locations within the **ARRAY** using its advanced technology.

CARETAKER'S ARRAY



FORE VIEW



PORT VIEW



DORSAL VIEW

STARSHIP LOG: 'CARETAKER' [VOY]



▲ The small vessel commanded by the lone **Talaxian** scavenger **Neelix** is first encountered by the crew of **VOYAGER** amongst a debris field in the **Delta Quadrant**. Despite its diminutive dimensions, the vessel sufficiently serves **Neelix's** every need.

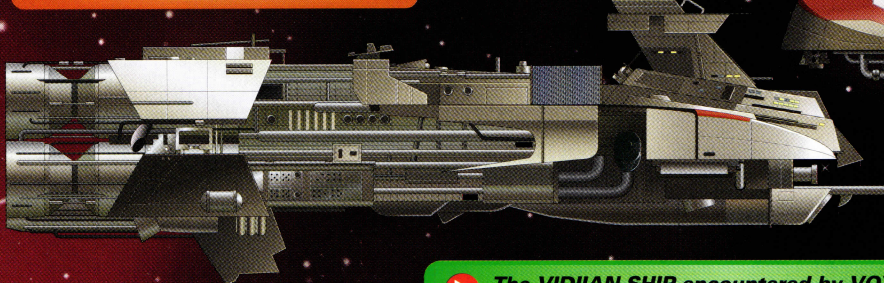
NEELIX'S SHIP



Delta Quadrant Ships: Encountered by the U.S.S. VOYAGER NCC-74656

STARSHIP LOG: 'PHAGE' [VOY]

STARBOARD VIEW



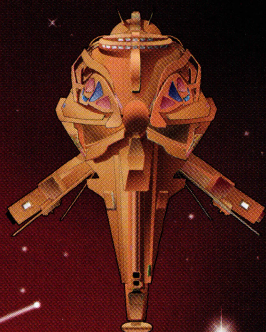
FORE VIEW



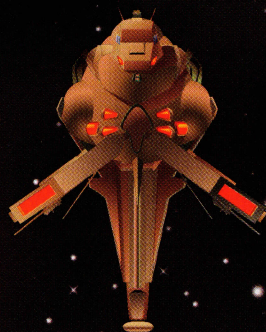
▶ The **VIDIIAN SHIP** encountered by **VOYAGER** serves primarily as a research vessel, thus allowing its crew to research a cure for the devastating phage. Nevertheless, it features all of the necessary facilities to harvest organs from other races.



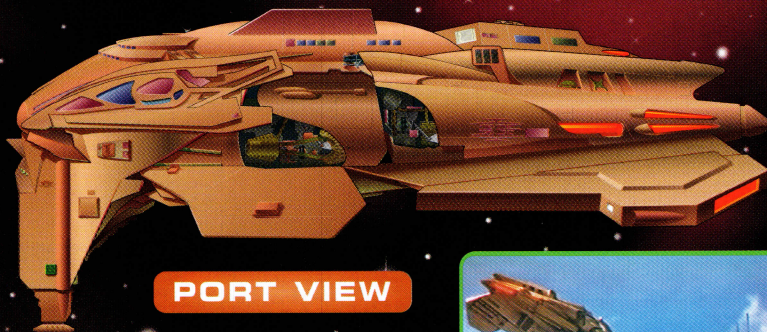
VIDIIAN SHIP



FORE VIEW



AFT VIEW



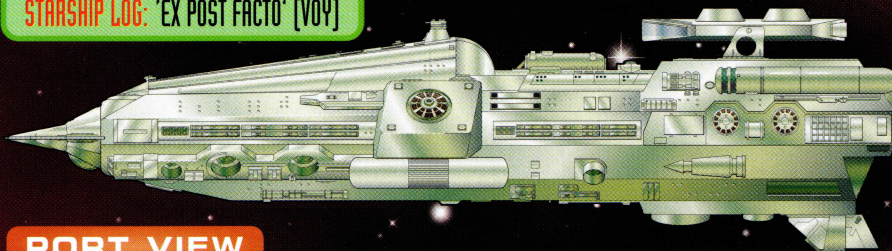
PORT VIEW

▶ The **KAZON RAIDER** is a versatile ship that can maneuver in a planet's atmosphere. This makes it a considerable opponent in battle.

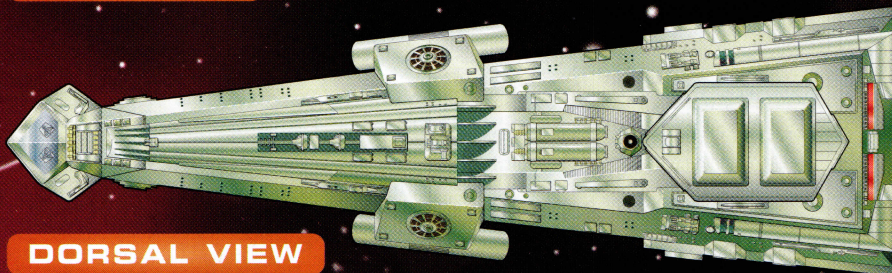


KAZON RAIDER

STARSHIP LOG: 'EX POST FACTO' [VOY]

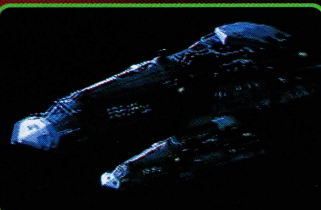


PORT VIEW



DORSAL VIEW

▶ **NUMIRI PATROL SHIPS** usually operate in pairs as they police their borders. These vessels are equipped with a number of advanced technologies, including regenerative shields.



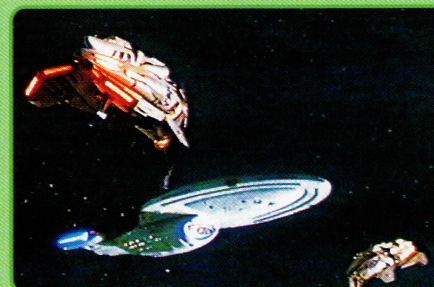
NUMIRI PATROL SHIPS

One of the **U.S.S. Voyager NCC-74656**'s most dangerous enemies during its first few years in the **Delta Quadrant** are the various sects of the **Kazon**.

The stalwart vessel of this fearsome warrior race is the **Kazon Raider**, a primitive but nevertheless powerful class of starship that the Kazon acquired from the **Trabe**.

These starships have a unique, streamlined design, and are colored in bronze tones. In addition to their ability to travel at both impulse and warp speeds, the **Kazon Raider** can operate within a planetary atmosphere, giving opponents few places to hide from a determined **maje**.

STARSHIP LOG: 'CARETAKER' [VOY]



▶ **KAZON RAIDERS** appear somewhat unsophisticated next to the **U.S.S. VOYAGER NCC-74656**.

OTHER CARDS
IN THIS FILE...

108 LT. AYALA
111 CREWMAN MORTIMER
HARREN
112 CREWMAN TAL CELES

SEE OTHER
FILES...

STAR TREK: VOYAGER.....File 71

Crewman William Telfer

William Telfer is a slightly insecure hypochondriac who serves aboard the most far-flung Federation starship in the Galaxy, the *U.S.S. Voyager NCC-74656*. It takes the personal intervention of **Captain Kathryn Janeway** in 2376 to put him more at ease on the vessel.

The great majority of *U.S.S. Voyager NCC-74656* crew members are at the top of their respective fields and diligent in their work. It comes as a surprise to **Captain Kathryn Janeway** to learn – from a shipwide efficiency analysis in 2376 – that three of her crew are not performing up to standard.

Crewman William Telfer is one of them. He would have been reassigned when his track record became clear on any normal starship, but *Voyager* is in a unique predicament, stranded in the **Delta Quadrant**. The ship and her crew are stuck with each other. The only option seems to be to relieve him from duty – but Janeway is not about to treat her crew like malfunctioning **Borg drones**.

Telfer has pleasant, rather

boyish features. His actual role aboard the starship is unclear, though his blue uniform denotes that he belongs to the science divisions. Mathematics and formulae appear to come easily to him, indicating that he works in a department that draws on these skills.

A desire to fit in

The young crewman is personable and eager to please, especially when it comes to his superior officers. He demonstrates his good nature by encouraging others who are feeling excluded – even those he does not particularly like – to spend off-duty time with him. Some people can find his efforts too much, however, especially as he tends to lean in and take their personal space when chatting.

Telfer is known as Billy to his friends – or, more

PROFILE ON WILLIAM TELFER

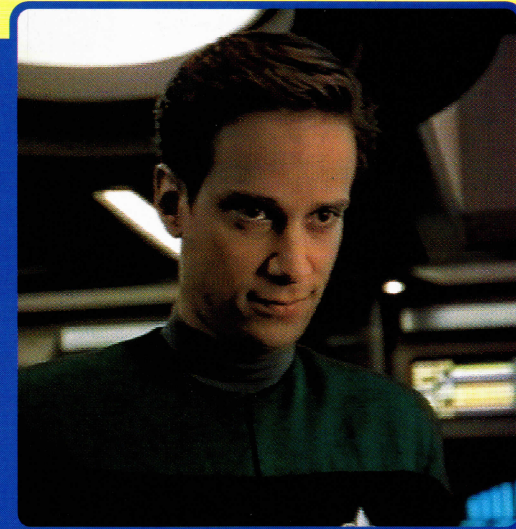
NAME: William Telfer

LIFE FORM: Human male

STATUS: Non-commissioned officer aboard the *U.S.S. Voyager NCC-74656*

REMARKS: Telfer is in constant fear of being exposed to the unknown, whether it be one of the many illnesses he believes he is suffering, or a mission that offers different prospects to his more familiar duties.

FIRST SEEN: 'Good Shepherd' [VOY]



William Telfer would be an exemplary member of the *U.S.S. VOYAGER NCC-74656* crew if he had more confidence in his abilities and his immune system.

specifically, his best friend **Crewman Tal Celes**. They relate to each other as relative outsiders among the crew, and they share a similar sense of humor. Telfer at one point suggests that they could use the ship's escape pods to get out of joining a potentially

hazardous mission.

Their friendship appears to revolve around mutual support whispered over the comm system at all hours of the night. Celes often calls upon Telfer to help her with interpreting the sensor analyses that give her so much grief, while he uses

her as a sounding board for his latest self-diagnosis of an imagined illness. This nighttime dialogue is very likely a source of irritation to their roommates.

Fear of the unknown

Telfer avoids away missions like the proverbial plague. He escapes selection a number of times by getting a "note from his doctor" to say he is unfit in some respect. The **Doctor** refuses to accommodate Telfer's hypochondria for the first time in mid-2376, forcing him to join a three-day mission planned by **Captain Janeway** to investigate intriguing

WORRY AND CONCERN



★ Poor performance

Seven of Nine singles William Telfer out for his hypochondriac tendencies, which she regards as a waste of the Doctor's time and medical resources.



★ Uncertainty

Telfer begins to display severe anxiety toward the mission with Captain Janeway, and fears that he may be exposed to alien pathogens during the endeavor.



★ Humor

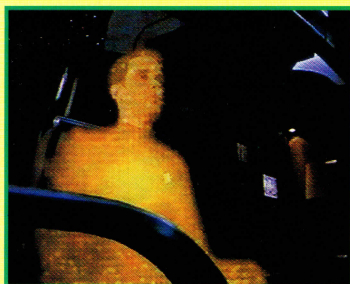
Telfer displays a wry sense of humor after the DELTA FLYER is damaged in a collision. He uses this as a defense to conceal any concern he may be feeling.

★ Helping hand

Telfer often provides Tal Celes with assistance in interpreting her sensor analyses. His attempts show evidence of a calm, rational, and helpful individual.



Crewman William Telfer



★ Beamed away

Telfer is transported off the DELTA FLYER. He is returned just moments later with an alien life form under his skin.

anomalies in a **Class-D** star cluster.

Telfer's primary task on the mission is to look for any signs of life. His crewmates, besides Janeway, are Tal Celes and **Crewman Mortimer Harren**, neither of whom have been on an away mission previously. He is very nervous at the prospect of beaming into unknown biospheres, as they might contain contagious bacteria or disease. Janeway assures him that a complete scan for pathogens will be run before they beam anywhere, and in any case, the *Delta Flyer* is fully equipped to handle medical emergencies.

Grim situation

This unlikely group is soon faced with a real challenge when an unknown spatial anomaly rips a section of plating from the ship's hull. The engines are also damaged when the **warp core** antimatter is drained. It is a frightening situation for the young crewman, but Telfer demonstrates his understanding of technical matters by quickly agreeing with Janeway that repairs, together with the remaining 10 percent of antimatter, mean the ship could travel at warp 2.

"I tried to say something, but there wasn't enough air. I tried to move but something was pressing down upon me."

— William Telfer describes being invaded by alien parasites

★ Isolated

The still-conscious Telfer is placed within a forcefield while the crew of the DELTA FLYER attempt to determine the nature of the alien within his body.



He raises the ire of the surly Harren, however, when he is too busy scanning himself for new illnesses to hear a request to cut the plasma flow. Harren comes very near to being injured in the resulting explosion, and the tension rises sharply between them.

The jumpy crewman is at the center of a real medical emergency when he is abducted briefly from the *Delta Flyer* by a form of life made up of dark matter. He later describes the place he found himself as dark, but with a tangible quality he could feel all around him. He rematerializes on the *Delta Flyer* after a few moments and collapses immediately with the chilling words, "Inside me."

The reason for this is that his system has been infiltrated by a dark matter life form. It can be seen moving beneath his skin, but not even the **transporter** can remove it. The terrified, semi-conscious Telfer handles himself with an amazing degree of detachment, even when his body's motor neurons are activated by the



★ Painful experience

Telfer suffers great discomfort as the alien moves about beneath his skin. Celes can only offer words of comfort.



★ Unwilling motion

The alien within Telfer's body can control his movements, forcing the unwilling crewman to pass through a medical forcefield.

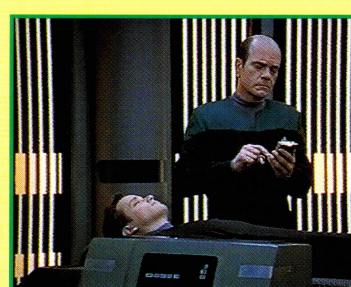
parasite, making him walk. He is aware of what is happening to him, but unable to fight against it. He can even hear what it is thinking inside his body.

Unexpected bravery

Telfer bravely agrees to stay conscious, as a sedative may lower his body's resistance; he even jokes that if the creature wanted to get to know him better, it should just have asked him out for a drink. The life form eventually

★ Free from manipulation

The relieved Telfer slumps into a nearby chair once the alien life form has burst free of his body.



★ On the road to recovery

The Doctor ensures that Telfer is completely recovered from his traumatic experience when the DELTA FLYER is retrieved.

breaks free of its host and is vaporized with a **phaser** by Harren.

The episode does Telfer an amazing degree of good. The medical emergency shakes him out of his hypochondria; it is as if the alarm in his mind has been switched off. The mission also forces the crewman to tap into some inner strength and focus on the important tasks at hand. It is fair to say that William Telfer returns to *Voyager* changed for the better – as was the idea all along.

ALWAYS UNDER THE WEATHER

Space sickness

William Telfer is a well-known hypochondriac. He visits sickbay nearly once a week complaining of illness, though there is never anything wrong with him. He describes the condition as an internal red alert, a kind of alarm in his head that tells him he is sick or dying.

Telfer does seem to have some understanding of medical science, though his understanding is often flawed. He keeps an illicit medical tricorder by his bed to scan himself for his latest disease. On one occasion, he is certain he has been infected by a multiphasic prion, as the symptoms include the slight fever he is experiencing – if a 0.2 percent increase in body temperature can be called a fever.

The Doctor offers Telfer reassurance, but does not know how else to treat him. The crewman refuses to take medication or engage in counseling as he is afraid of both courses of action. He also argues with all of the EMH's diagnoses, but he does seem to gain a degree of comfort from them.



◀ Self diagnosis

Telfer keeps a medical tricorder in his quarters. He uses the device to provide convincing proof of his supposed ailments.

▶ Escape route

Telfer convinces himself that he has been infected by a multiphasic prion in an attempt to be relieved from away team duty.





Reginald Barclay Hologram

Lt. Reginald Barclay's determined efforts to assist the crew of the *U.S.S. Voyager NCC-74656* on their long journey home lead to the development of a sophisticated holographic version of himself — with deadly hidden motives after the intervention of an avaricious Ferengi crew.

OTHER CARDS IN THIS FILE...

- 2 PROFESSOR MORIARTY
- 7 VIC FONTAINE
- 8 HALEY
- 9 DEJAREN

SEE OTHER FILES...

STAR TREK: VOYAGER.....File 71

Lt. Reginald Barclay's obsession with the *U.S.S. Voyager NCC-74656* is well documented by his recent *Starfleet* service record. It is he who can claim responsibility for the breakthrough that leads to the *Midas Array* being used as a long-range communications platform to contact the distant starship once every month, despite the fact that his superiors initially dismiss the idea.

This is not enough for Barclay, however, and he feels that more can be done to return *Voyager* home. To this end he develops an interactive hologram that can be sent to the starship, thus providing the crew with a guiding light from the *Alpha Quadrant*.

As with the creations of many notable scientists of the 24th century, Barclay chooses to create the hologram in his own image.

Nevertheless, this does not prevent him from tinkering with the program to a degree. Foremost in the alterations, is a stronger personality. It is almost as if Barclay attempts to remove from the hologram all of the personality flaws that he feels have hindered his existence; where Barclay is timid, the hologram is confident and outgoing, where he finds it difficult to make new acquaintances, the hologram is the life and soul of the party. Despite this, the hologram is recognizably Barclay, albeit in an advanced state of social development.

Complex file

By their very nature, holographic datastreams are incredibly complex, and require a massive amount of computer space in which their programs can be stored. Nevertheless, Barclay's hologram is deemed an important

PROFILE OF A HOLOGRAM

NAME: 'Reg'

LIFE FORM: Photonic replica of Lt. Reginald Barclay

MISSION PARAMETERS: Assist the crew of the *U.S.S. Voyager NCC-74656* in their long journey home.

REMARKS: Reg's datastream is intercepted by the crew of a *Ferengi Marauder* who alter his program to service their own nefarious goals.

STARSHIP LOG: 'Inside Man' [VOY]



"I'm a walking, talking problem solving interactive hologram. You can call me Reg." — The holographic Barclay

▲ The holographic replica of Reginald Barclay is outwardly similar to its human creator, but is far more socially adept.

WELCOME TO VOYAGER

★ Meet the crew

The appearance of Reg comes as a complete surprise to the crew of the U.S.S. VOYAGER NCC-74656 in 2377.



★ Fresh hopes for a quick return

Reg's presence aboard VOYAGER is, perhaps, the greatest morale boost that the crew have received during their long journey home.

enough development that the decision is made to forego one month's worth of personal and official correspondence to *Voyager* in order to ensure the safe delivery of the hologram.

Not all goes well, however. The first attempt to transmit the holographic datastream ends in the abrupt termination of the carrier wave in **Sector 39542, grid 8**. A second

attempt is made the following month, which fails in precisely the same location. Barclay begins to suspect that his hologram has been assimilated by the **Borg**, but his superior officer, **Commander Peter Harkins**, comes to the more rational conclusion

★ Comrades

The Doctor eagerly lends his mobile holomitter to Reg, believing that he has found a firm photonic friend.



★ Admiration

Reg tells a shocked Seven of Nine that she has served to inspire millions of people back on Earth.

★ New assignments

Reg provides VOYAGER's senior staff with new orders as they gear up to begin their new mission.

Reginald Barclay Hologram



★ Concerns

Captain Kathryn Janeway asks Reg to undergo a thorough diagnostic when the Doctor raises concerns about him.

that the program is too complex, and has degraded before reaching its destination. The dismayed lieutenant sets to work in an attempt to discover what has gone so wrong, despite the fact that a third attempt is vetoed by Starfleet.

Receiving Reg

On **Stardate 54208.3** – the time at which Barclay's second holographic communique is sent – *Voyager* receives a datastream from the Alpha Quadrant. After a month without mail from home, the crew are desperate to download the vast information pack, and **Ensign Harry Kim** is forced to overload the vessel's transceiver in an effort to secure the message.

With **Captain Kathryn Janeway** present, Harry and **Seven of Nine** activate the holographic program. The sight of Reginald Barclay comes as a complete surprise to them, and their wonder increases by the second as he introduces

★ Medical doubts

The Doctor is concerned that the medical arrangements supplied by Reg will not sufficiently protect the crew.



himself as 'Reg,' warmly admitting that he has been looking forward to working with Harry and Seven, and confidently assures them that they will be seeing their friends and families in just a few days.

In order to provide Reg with freedom of movement around *Voyager*, the **Doctor** happily donates his **mobile holoemitter**, in the process confining himself to sickbay and the **holodeck**, but glad that he is helping in some way.

Reg's first duty on *Voyager* is to debrief the senior staff. He explains that in three days time, *Voyager* will be passing through **grid 898**, an area of space occupied by a giant red star. A team of **Federation** scientists are orbiting another red star in the Alpha Quadrant, and in 72 hours they will target its magnetic field with a **verteron beam** – creating a **geodesic fold**. A corresponding fold will open in the star around which *Voyager* will be orbiting, puncturing space and creating a gateway. The idea is

promising, but the crew know that geodesic radiation will be fatal. Reg assures them that Starfleet have developed shield upgrades and medical technology to negate the effects. He also shows an active interest in Seven's plan to apply Borg technology to the attempt, and goes on to call *Voyager* "the miracle ship."

Initial research proves to be promising, and Seven and Reg work well together. He gleefully tells the unenthusiastic former drone that Starfleet have planned parties, ceremonies, speeches, and a ticker tape parade down Market Street. Surprisingly, he adds that people are most looking forward to seeing her: she is famous, and has "inspired millions."

Disturbing character traits

The Doctor finds another aspect to Reg's character, however, when he discovers that the new inoculations against the geodesic radiation are little more than run of the mill vaccines. Reg is blasé about the Doctor's findings, saying simply that the medicines and shields are designed to work in tandem – "medicinal ying to the shield's yang." A subsequent attempt by the Doctor to engage Reg in a round of holodeck golf ends in an angry, almost threatening manner, leading to the Doctor demanding that the new hologram undergo a diagnostic. He brands Reg "all smiles" in front of Janeway, but "rude and careless" elsewhere – character traits the real Reg doesn't exhibit. The diagnostic reveals no problems, other than the fact that Reg says that it "tickles."

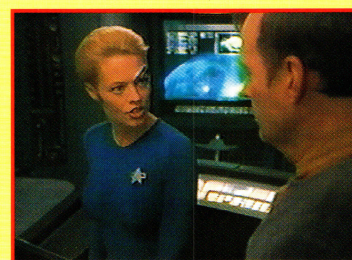
The Doctor is quite right in his assessment. On Earth, the real Barclay learns that his former girlfriend, a **dabo girl** named **Leosa**, has told **Nunk**, a **Ferengi**, of **Pathfinder's** developments. The Ferengi stole, reprogrammed, and re-sent the holographic Reg. His plan is to draw *Voyager* through the geodesic fold, killing all the crew in the process, so as to harvest the profitable **nanoprobes** from Seven's body.

Aboard *Voyager*, Seven discovers that there are three types of radiation that have not been accounted for, and states that the mission should be abandoned. Reg has other plans and plunges his hand into her cranium, rendering her unconscious. Mimicking Seven's voice, he tells Janeway that there was a problem,



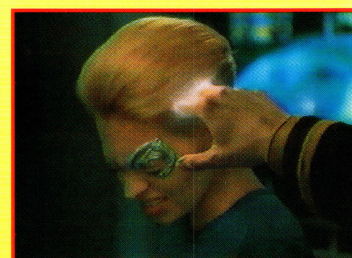
★ Different side

The Doctor is shocked to learn that Reg is not as pleasant as the crew believe him to be; there is a dark side to his character.



★ Mission aborted

Seven of Nine incurs the wrath of Reg when she tries to abort the mission after discovering additional forms of radiation



★ Unpleasant injury

Reg thrusts his photonic fingers into Seven's skull, rendering her unconscious as part of his plan to deliver her to Nunk.

but he has corrected it. He quickly initiates a site-to-site transport that takes him and Seven to an escape pod and away from *Voyager*.

Elsewhere, the real Barclay imitates his own hologram in a communication with Nunk. He succeeds in forcing him to close the geodesic fold, saying that Janeway is coming after them. Before it completely collapses, the escape pod passes through empty.

The crew of *Voyager* retrieve Seven and Reg, and the errant hologram is deactivated until his motivations can be deciphered.

What is clear is that Barclay's attempt to provide a holographic assistant to the crew of *Voyager* is an essentially sound plan and one that merits further investigation. Soon after the near disastrous mission, Barclay continues work on his project, albeit with new security subroutines installed.

HOLOGRAPHIC IMITATOR

Hidden Talents

Reg quickly ingratiates himself with the crew of the **U.S.S. Voyager NCC-74656** after his arrival. In particular, his ability to alter his vocal subroutines in order to mimic other individuals provides a moment of hilarity in the mess hall, when he imitates both **Captain Kathryn Janeway** and **Lt. Commander Tuvok** with startling realism. Reg confides that his creator has always felt uncomfortable in large groups, and so designed his holographic counterpart to be the life of the party.



Reg adopts a pose identical to that assumed by Captain Kathryn Janeway as he imitates her voice for the amusement of the crew.



Reg's impressions of the senior staff are warmly received by the crew in VOYAGER's mess hall. They give the hologram a warm round of applause before he is called away.

FILE 44 NON-STARFLEET HUMANS

Gosheven

Gosheven is the trenchant, charismatic leader of a human colony on the planet **Tau Cygna V**. In 2366, he takes some convincing to believe that his people are in danger of eradication by the **Sheliak**, who claim the world as their own.

The **Tau Cygna V** colony is a monument to perseverance in the face of adversity and its 15000 citizens are justifiably proud of what they have achieved. One of the most patriotic is **Gosheven**, the elected leader of the settlement.

Gosheven looks to be in his mid-30's. He is ruggedly handsome, with brown hair and a deep voice. He wears a tunic in different shades of brown, topped off by a long jacket. He engenders great respect in the community and has apparently done a great deal personally for the good of the colony.

This is a trait he shares with his ancestors. His great grandparents, like those of the other colonists, were **Federation** citizens. Their colony ship, the

Artemis, crashed on **Tau Cygna V** in 2273 while en route to the planet **Septimus Minor**. His grandfather died in a rock slide while surveying the route for a planned aqueduct to bring water from the mountain overlooking the settlement out into the desert, and was buried on the mountain.

Justifiable pride

Gosheven is inordinately proud of the finished aqueduct. The colony's survival against the odds and its various achievements are his greatest pride. He dubs the water they have tapped the blood and sweat of the colonists, and he feels the town is the legacy of every man, woman and child who has lived and died on **Tau Cygna V**.

This goes a long way to

PROFILE ON GOSHEVEN

NAME: Gosheven

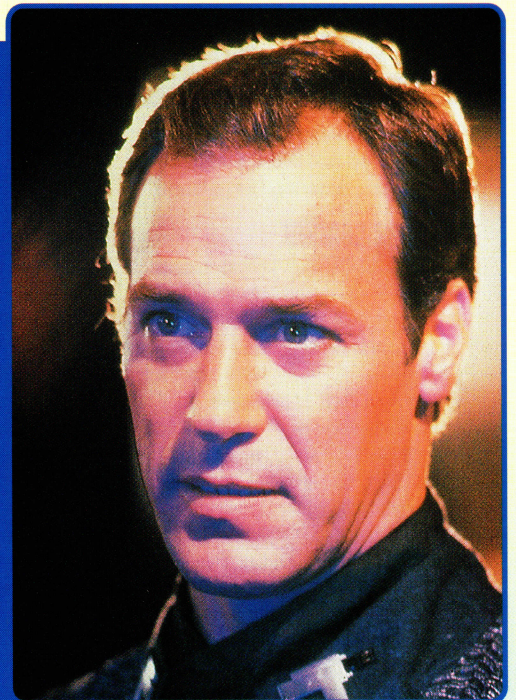
LIFE FORM: Human male

POSITION: Gosheven is the elected leader of a human colony on **Tau Cygna V**.

REMARKS: Gosheven has little difficulty in making his views clear. He is also unafraid of taking radical actions in order to achieve his goals.

FIRST SEEN: 'The Ensigns of Command' [TNG]

Gosheven is unswerving in his dedication to the **Tau Cygna V colony. He has a deep knowledge of its past and is keen to provide it with a successful future.**



explaining his refusal to give up his home world without a fight. **Lt. Commander Data** of the **U.S.S. Enterprise NCC-1701-D** arrives in 2366 to warn the colony that the **Sheliak** have laid claim to the planet, a claim verified by the race's treaty with the Federation, and he wishes to commence evacuation procedures.

Gosheven, however, steadfastly maintains that they will not leave. He will not abandon everything they have built and all their accomplishments. He also refuses to countenance any discussion of making a contingency plan, even when faced with the fact that the **Sheliak** will eradicate the colony rather than let them stay. He

admits he is willing to stake the colonists' lives on it.

Gosheven is not an evil or badly-intentioned man, but he is stubborn and in some ways prejudiced. Part of his refusal to listen to **Data's** dire news stems from the fact that the **Starfleet** officer is an android. He spends an inordinate amount of time examining **Data** like an artifact, and



★ Ignorant

Gosheven leads the colony well, but he is unwilling to listen to the possibility of outside threats to its security.

★ Greetings

Gosheven greets **Data after the android transports to the **Tau Cygna V** colony, but he is unwilling to listen to him.**



★ Suspicious

Gosheven becomes suspicious of **Data and believes that the **Starfleet** officer is spreading discord and unnecessary worry in the colony.**

OTHER CARDS IN THIS FILE...

26 VASH
35 DR. IRA GRAVES

SEE OTHER FILES...

OTHER GROUPS
AND RACES.....File 18
STAR TREK:
THE NEXT GENERATION..File 69



Gosheven



★ Threatening action

Gosheven has little problem disabling Data using a small energy weapon in full view of several fellow colonists.



★ Back in business

Data is reactivated by Ard'rian McKenzie, and the pair try once again to reason with Gosheven.

★ Shocking

Gosheven shows no remorse after deactivating Data, as the android questions his authority.

★ Gatecrasher

Gosheven intrudes upon a private meeting held by a number of colonists who are willing to listen to Data and even leave with him.



dubs him a walking calculator; he simply does not like the idea of machines "ordering him around."

Growing conflict

Much of Gosheven's bravado seems to be a performance for the benefit of the colonists, a demonstration that their leader will not waver. He is therefore unhappy when **Ard'rian McKenzie**, an influential colonist, becomes friendly with Data. The android goes on to circumvent his authority and tries to directly convince the other colonists of the need to evacuate. He discovers that many are content to follow Gosheven's lead, such is their faith in him.

The people nevertheless begin to ask questions, and Gosheven is forced to call a public meeting. He attempts to persuade the others that Data is spreading misinformation and initially he refuses permission for the Starfleet officer to speak to the massed crowd. This is the mark of a man feeling insecure in his position – a feeling amplified when some of the colonists insist that Data be allowed to address them.

Gosheven evidently feels his standing as a leader is being eroded. He knows he has to keep center stage, and he goes on the offensive after listening to Data's arguments that the colonists will die if they remain. He claps theatrically and challenges Data that he is a coward for thinking the colonists would not fight and win. He employs a politician's charm to successfully talk his electorate into staying on their world.

Gosheven takes his point one step further. He interrupts a meeting between the few colonists who are not convinced and labels them trouble makers, even though they are just talking. His real agenda is revealed when he takes

out an energy weapon and violently disables Data, putting an end to his arguments. Gosheven views it simply as shutting down a machine. He is undeniably ruthless, but it stems from the desire to protect his people and his home.

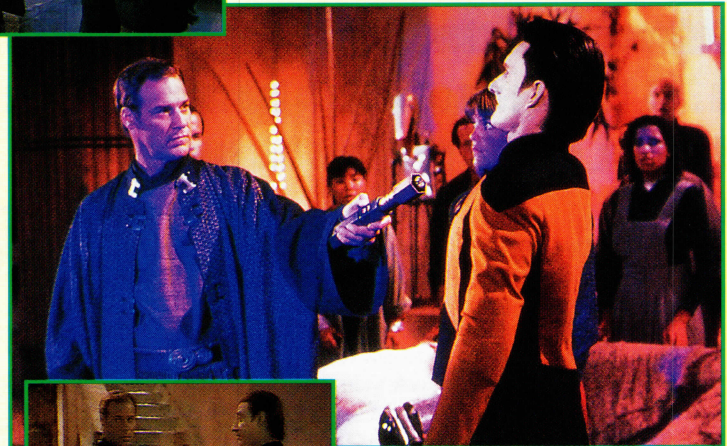
His actions are more than matched by Data when the android recovers and recalibrates a **phaser** using parts from his own body. He powerfully chooses to demonstrate a fraction of the firepower that the colonists will face when the Sheliak arrive, and makes it known that he may destroy the pumping station of the aqueduct. This is a canny choice, as the colony's leader cannot stand the thought of his ancestors' work – the symbol of the colony's success – being threatened.

Easy target

The defiant Gosheven is finally made to understand their position when Data stuns four colonists standing guard and fires a powerful warning shot that could easily have obliterated the aqueduct. The Sheliak will have much more powerful weapons and will probably obliterate the colony from orbit. The people of the settlement will die never having seen the face of their opponents.

Gosheven finds the prospect of leaving Tau Cygna V almost unbearable. He was willing to stay and die for all that the colonists have achieved, but he realizes in his heart that evacuation is the only option for his people. Material possessions and buildings can be replaced; the lives of the colonists can not.

Gosheven is a man with the courage of his convictions. He shows the mettle of a leader when those convictions are proved misplaced, and places the welfare of his people over his pride.



★ Showdown

Gosheven finally takes notice of how defenseless the colony is when the reactivated Data takes drastic action and damages the aqueduct.

"This colony has been here over 90 years. We've never seen a Sheliak. I'd say that makes Tau Cygna V our planet."

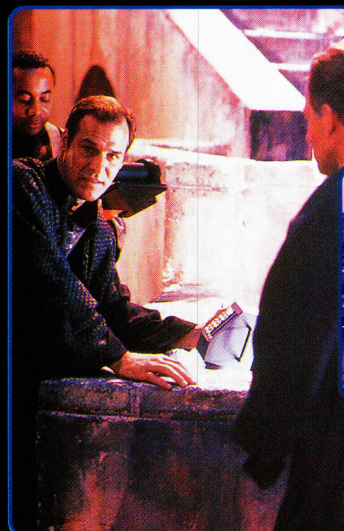
— Gosheven lays his cards on the table

ADAPTING TO A NEW LIFE

The hazards of Tau Cygna V

Federation colonies face many challenges in their attempts to grow and flourish. The shipload of human beings who made planetfall on Tau Cygna V in 2273 had to overcome the additional problem of an atmosphere dense with lethal hyperonic radiation. More than a third of the original colonists died from the condition, but the resourceful settlement found a way to adapt and survive.

The colony thrives without the knowledge or assistance of the Federation – which conducted a search when the ship failed to check in, but never found it – for almost a century. Its extraordinary tenacity plays a large part in Gosheven's pride in his home, and features prominently when an approaching Sheliak colony ship threatens the human settlement.



▶ Successful endeavor

The colonists of Tau Cygna V view the aqueduct they have constructed as a symbol of their commitment and dedication to the colony.



▶ Majestic settlement

The colony on Tau Cygna V is a testament to the spirit and dedication of the humans who established it.



Starfleet Uniforms: 29th-Century

In the course of their duty, the crew of the 29th-century *Federation Timeship U.S.S. Relativity NCV-474439-G* wear smart and durable uniforms that maintain a link with Starfleet jumpsuits of past generations.

In the latter part of 2375, **Seven of Nine** is recruited by **Captain Braxton** of the *Federation Timeship U.S.S. Relativity NCV-474439-G* in his attempt to prevent damage to the timeline caused by his mentally unstable future self, and in so doing reveals aspects of **Federation** technology and design from the 29th century. A number of interesting parallels can be drawn between the two eras, including the overall configuration of the *Relativity*, and the command structure and function of the crew as it polices the timeline 500 years in the future. It is particularly interesting to note that the tradition of a formal duty uniform has also been retained for personnel working aboard Federation vessels, with a number of similarities still existing with past **Starfleet** designs, despite the considerable time difference.

Fitted design

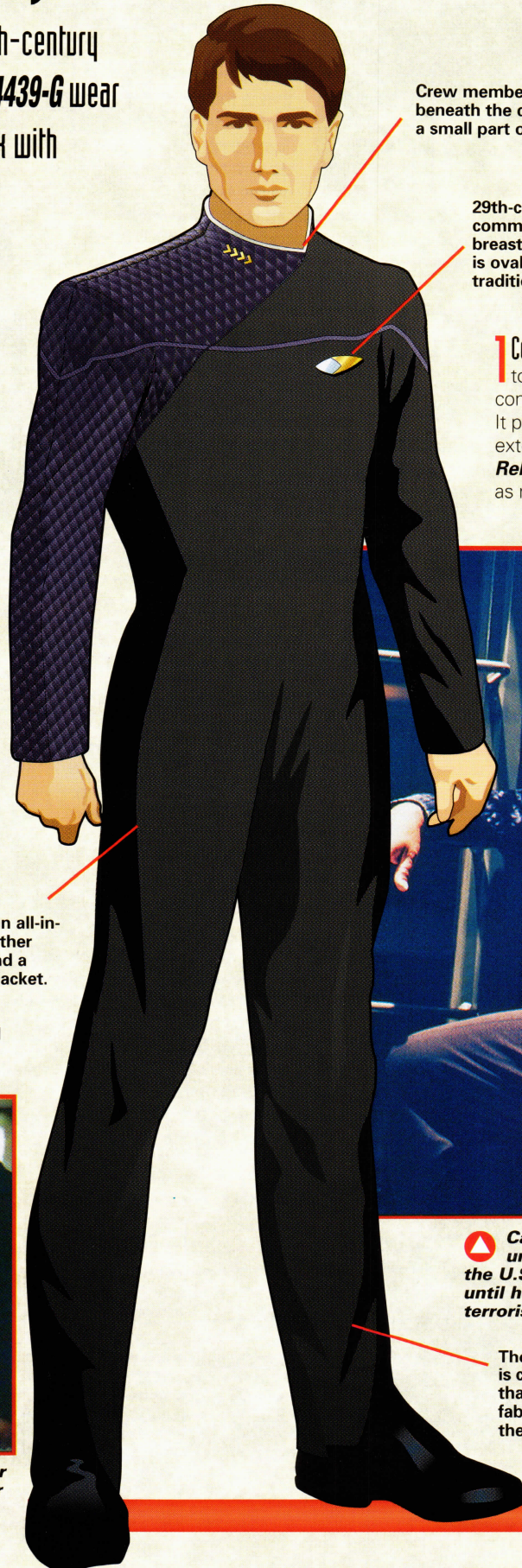
One of the most obvious similarities between the 24th- and 29th-century versions of the duty uniform is the single piece design used extensively in Starfleet from the early 2370's and adopted by both starship and starbase personnel. The crew of the *Relativity* all wear the same basic garment, consisting of a fitted upper chest section with full-length arms and tailored trousers descending to a polished boot. The bottom of the trouser fits over the top of the duty boot in a very similar fashion to that of the 24th-century Starfleet uniform, creating a very clean and tapered appearance that also has its practical design advantages in that no trailing material from the trouser will catch onto objects or impede progress during active duty aboard ship or on

The uniform is an all-in-one costume, rather than trousers and a separate upper jacket. Each garment is precisely fitted to the individual crew member.

Crew members wear a white undershirt beneath the dark uniform jumpsuit. Only a small part of this garment is visible.

29th-century officers still wear a communicator badge on the left breast of the uniform. The device is oval in shape, but retains the traditional Starfleet emblem.

Construction The uniform is fitted to provide crew members with comfort in a variety of situations. It proves to be suitable for both extended duty aboard the *U.S.S. Relativity NCV-474439-G*, as well as moments of physical exertion.



▲ Captain Braxton wears the duty uniform while he commands the *U.S.S. RELATIVITY NCV-474439-G*, until he is accused of temporal terrorism and stripped of rank.

The main part of the duty uniform is constructed from a dark material that is not dissimilar to the durable fabric used in Starfleet uniforms of the late 24th century.



▲ The various races who crew the command center of the *U.S.S. RELATIVITY NCV-474439-G* all wear the same tailored duty uniform as they traverse the timeline in the course of their mission.



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29th-Century Starfleet Uniforms



1 The dark colored 29th-century duty uniforms perfectly suit the somber tone of the command center aboard the *TIMESHIP RELATIVITY*.

The right shoulder and arm of the uniform are comprised of a quilted fabric that contrasts with the plain material used elsewhere.

by a narrow line of piping that is followed onto the black material on the chest and back. The piping also forms two downwardly angled chevrons on the outside of both upper

sleeves. At least three colors on the padded shoulder areas are represented on the bridge of the *Relativity* – dark blue is worn by Captain Braxton, and is complemented by the four metallic pips worn on the right side of his tunic collar, again maintaining a tradition with earlier Starfleet representations of an officer's rank; **Lt. Ducane** shares a dark gray color with other members of the duty staff working in the command center of the *Relativity*, while a number of other crew members have a dark red colored material that is arranged in exactly the same design.

Formal appearance

The raised wraparound collar forming the upper part of the tunic is in direct contrast to the more open neck worn by the crew of the *U.S.S. Voyager NCC-74656*, and while the 24th-century jersey worn underneath the duty uniform is clearly visible, only a very small part of the 29th-century white undergarment can be seen beneath the upper part of the collar.

Located on the upper left chest beneath the uniform piping is the metallic silver communicator badge worn by the crew of the *Timeship Relativity*. This incarnation of the combadge features the linked diamond and arrowhead motif in the same position, though horizontally, as has been seen on all Starfleet communicators since their introduction in the 24th century.

2 **Appearance** A number of design similarities exist between the uniforms of the 24th and 29th centuries. Most notable among these is a band around the shoulders that denotes departmental colors in the 24th century.

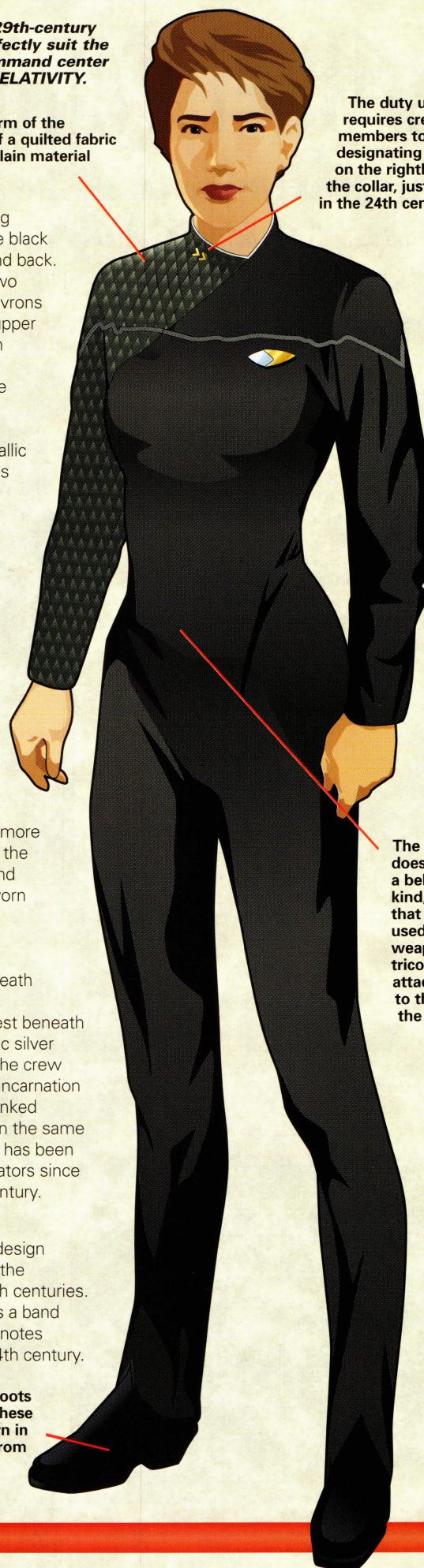
Smart and simply designed boots complete the duty uniform. These are perfectly suited to be worn in a wide variety of situations, from diplomatic engagements to planetary away missions.

The duty uniform requires crew members to wear pips designating their rank on the righthand side of the collar, just as officers in the 24th century do.

The uniform does not require a belt of any kind, indicating that holsters used to carry weapons and tricorders will attach directly to the fabric of the jumpsuit.



3 The crew of the *TIMESHIP RELATIVITY* all wear the same basic uniform, albeit with minor color differences to denote in which department an officer works.

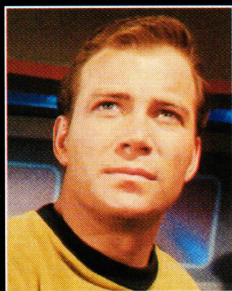




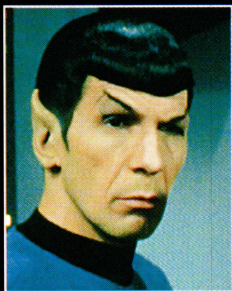
STAR TREK: The Original Series Index

Part 1 Captain James T. Kirk and the crew of the *Constitution*-class *U.S.S. Enterprise NCC-1701* encounter many strange new worlds, and new civilizations as they voyage to the final frontier in order to undertake their five-year mission to "boldly go where no man has gone before."

STARFLEET PERSONNEL



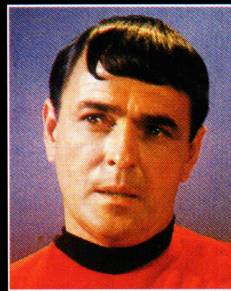
Captain Kirk
File 43 Card 3



Mr. Spock
File 43 Card 4



Dr. McCoy
File 43 Card 5



Commander Scott
File 43 Card 6



Lt. Sulu
File 43 Card 7



Ensign Chekov
File 43 Card 8



Lt. Uhura
File 43 Card 9



Nurse Chapel
File 43 Card 10



Yeoman Rand
File 43 Card 11

MAIN BRIDGE

▼ The bridge of the *U.S.S. Enterprise NCC-1701* is a bright and spacious command center.

**U.S.S. ENTERPRISE
NCC-1701: Bridge**
File 20 Card 5



U.S.S. ENTERPRISE NCC-1701



**U.S.S. ENTERPRISE
NCC-1701**
File 20 Card 1

▲ The *CONSTITUTION*-class *U.S.S. Enterprise NCC-1701* is one of the most distinctive and graceful vessels ever to be commissioned by Starfleet.

UNIFORMS

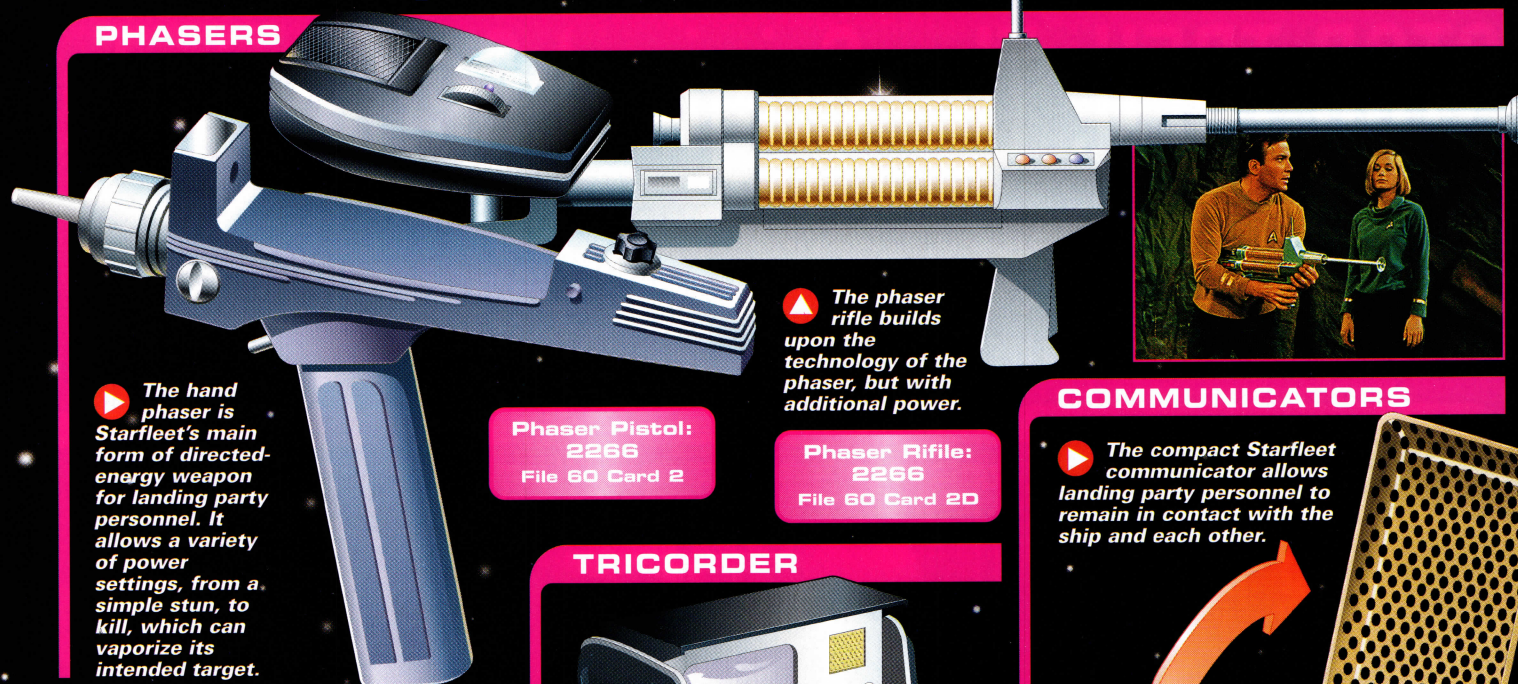


Starfleet Uniforms: 2266
File 61 Card 2

▲ Starfleet uniforms in the 2260's are color-coded to signify different departments.

STAR TREK: The Original Series Index Part 1

PHASERS



▶ The hand phaser is Starfleet's main form of directed-energy weapon for landing party personnel. It allows a variety of power settings, from a simple stun, to kill, which can vaporize its intended target.

Phaser Pistol: 2266
File 60 Card 2

▶ The phaser rifle builds upon the technology of the phaser, but with additional power.

Phaser Rifle: 2266
File 60 Card 2D



COMMUNICATORS

▶ The compact Starfleet communicator allows landing party personnel to remain in contact with the ship and each other.



Communicators: 2266
File 63 Card 1A

SHUTTLECRAFT



▶ The GALILEO is just one of several shuttlecraft carried aboard the U.S.S. ENTERPRISE NCC-1701.

Shuttlecraft 'GALILEO': 2266
File 20 Card 9A

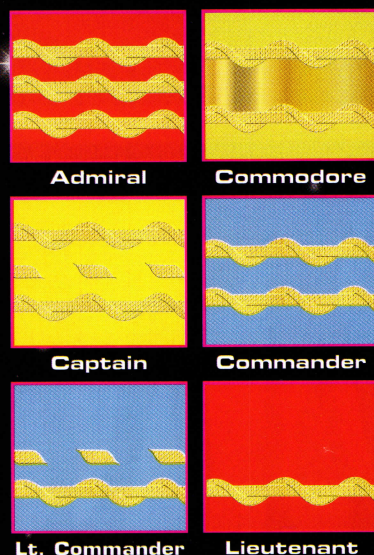
TRICORDER



▶ Tricorders are standard issue equipment for all landing parties. They allow sensor data and visual information to be collected on a variety of subjects.

Tricorder: 2260s
File 66 Card 1

INSIGNIA



Rank Insignia: 2266
File 61 Card 2B

STANDARD ISSUE

▶ Landing party personnel are supplied with a variety of equipment to ensure that they are prepared for all eventualities. The tricorder allows scientific data to be gathered, while the phaser provides Starfleet officers with a means of protecting themselves in potentially hostile situations. Communicators allow personnel to remain in constant contact with each other, and the orbiting starship.

Standard Issue Equipment: 2266
File 61 Card 2C



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Supdate

Sir Guy

Sir Guy of Gisbourne was believed to be a foe of Robin Hood. In **O's** Robin Hood reality Sir Guy kidnapped Maid Marian, played by **Vash**, and threatened death if she would not marry him. (*Starship Log*: 'QPid' [TNG]) **SEE FILES 57, 69**

Sister Honky Tonk

Song sung by Mae West in the movie, *I'm No Angel*. While **Tom Paris** and **B'Elanna Torres** were subjected to **Hirogen** war games, they recalled a romantic moment at the **Cinema Mystere** during this song. (*Starship Log*: 'The Killing Game,' Part II [VOY]) **SEE FILE 71**

Sivad

Malon woman and **Pelk**'s wife. Sivad had no children with Pelk before becoming a widow in 2375 after her husband was killed during his tour on a **Malon Garbage Scow**. (*Starship Log*: 'Juggernaut' [VOY]) **SEE FILES 18, 40, 71**

skiing

Sport involving sliding down an icy slope or over a large body of water. **Wesley Crusher**, **Captain Kathryn Janeway**, **Chakotay**, **Tom Paris**, and **B'Elanna Torres** enjoyed **holodeck** snow or water skiing. **Jake Sisko** learned to water ski on **Itamish III**. (*Starship Log*: 'Angel One' [TNG]; 'The Jem'Hadar' [DS9]; 'Macrocosm' [VOY]) **SEE FILES 69, 70, 71**

Sky Ship

Name given to the **U.S.S. Voyager NCC-74656** by the time differential planet people before they understood what they were seeing. *Sky Ship* toys and games were favorites of children there. (*Starship Log*: 'Blink of an Eye' [VOY]) **SEE FILES 18, 58, 71**

sli'vak

Klingon insult for a woman of easy virtue. (*Starship Log*: 'Penumbra' [DS9]) **SEE FILES 11, 70**

Smithsonian Institute

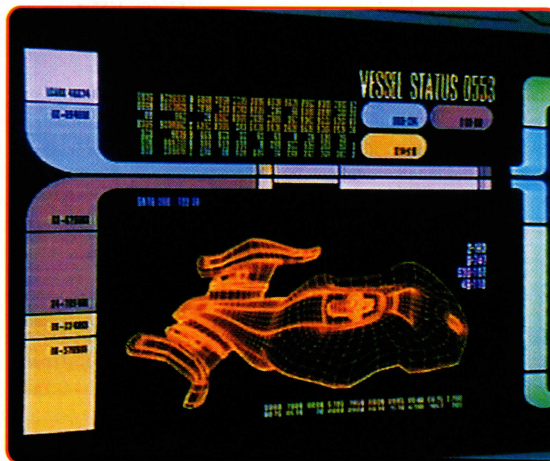
Foundation dedicated to preserving and increasing knowledge that runs over a dozen museums and other facilities in the United States. Young **Jean-Luc Picard** visited **Zefram Cochrane**'s warp ship, the **Phoenix**, at the Smithsonian many times. (*Starship Log*: *Star Trek: First Contact*) **SEE FILES 7, 33, 43, 79**

soap opera

Genre of non-interactive entertainment that relies on melodramatic, emotionally charged storylines and cliffhangers. **Neelix** and **Kes** also discovered how addictive soap opera stories can be. (*Starship Log*: 'Future's End,' Part I [VOY]) **SEE FILE 71**



Neelix and Kes become hooked on soap operas while reviewing television transmissions during a visit to 20th-century Earth by the U.S.S. VOYAGER NCC-74656.



The Spatial Distortion wave encountered by the U.S.S. VOYAGER NCC-74656 in 2372 twisted the Federation vessel almost beyond recognition.

Socrates

469-399 BC. Pivotal Earth philosopher. The **Doctor** created a Socrates hologram in 2373 as part of his personality improvement project. The Doctor also met Lord Byron, **T'Pol** of **Vulcan**, Madame Curie, and Leonardo da Vinci. (*Starship Log*: 'Darkling' [VGR]) **SEE FILES 43, 71**

Solomons, The

The chain of islands in the southwestern Pacific Ocean that **Captain Jean-Luc Picard** pointed out to **Lily Sloane** to prove that she was aboard a spaceship orbiting the Earth. (*Starship Log*: *Star Trek: First Contact*) **SEE FILE 79**

Soviets

People from a northern Eurasian empire on Earth called the Union of Soviet Socialist Republics, that existed from 1917-1991. Soviets were cast as enemy spies in **Dr. Julian Bashir**'s Secret Agent hologram, and compared to **Species 8472** by **Captain Kathryn Janeway**. (*Starship Log*: 'Change of Heart' [DS9]; 'In The Flesh' [VOY]) **SEE FILES 70, 71**

space drive

Propulsion system employed by **Captain Proton**'s **Rocket Ship**. The take-off check-list included verification that the space drive was online and the **destructo beam** was functional. (*Starship Log*: 'Bride of Chaotica!' [VOY]) **SEE FILES 40, 71**

spatial distortion wave

Characteristic of a **Distortion Ring Being**. The **U.S.S. Voyager NCC-74656**'s sensors detected intense pulses of EM radiation capable of distorting space-time before colliding with the noncorporeal Distortion Ring Being in 2372. (*Starship Log*: 'Twisted' [VOY]) **SEE FILES 5, 71**

Spatial Grid

Borg space-mapping terminology. A civilization called the **Zahl** live in **spatial grid 005**. The standard currency in **spatial grid 539** is **Beryllium**. (*Starship Log*: 'Year of Hell,' Part I [VOY]) **SEE FILES 15, 38, 71**

spatial sink hole

Non-technical name for mono-directional space anomalies that unexpectedly pull nearby objects within the event. Sink holes can be caused by **gravimetric distortions**, singularities, **subspace** phenomena, and some black holes. (*Starship Log*: 'The Fight' [VOY]) **SEE FILES 5, 71**

Sir Guy
Sister Honky Tonk
Sivad
skiing
Sky Ship
sli'vak
Smithsonian Institute
soap opera
Socrates
Solomons, The
Soviets
space drive
spatial distortion wave
Spatial Grid
spatial sink hole
spatial vortex
Species 116
Species 125
Species 149
Species 180 [Ferengi]
Species 218 [Talakians]
Species 259
Species 262
Species 263
Species 329 [Kazon]
Species 521 [Shivolian]
Species 571
Species 3259 [Vulcans]
Species 4228 [Hazari]
Species 5174
Species 5618 [Humans]



Zefram Cochrane's legendary warp ship, the PHOENIX, is displayed in the Smithsonian Institute after its historic mission in 2063.



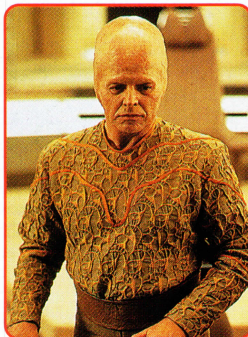
The U.S.S. VOYAGER NCC-74656 was named the SKY SHIP by the residents of the Delta Quadrant's Time Differential planet.



Spatial vortex Phenomena in space with properties similar to a **gravitational eddy** but operates more like a wormhole. The **Malon** used a spatial vortex as a highway to and from their homeworld. (*Starship Log: 'Night'* [VOY]) **SEE FILES 18, 71**

Species 116 **Arturis's** people. A brilliant, advanced, humanoid civilization with a gift for languages. Species 116 resisted assimilation by the **Borg** for centuries until they were overwhelmed by hundreds of **Borg cubes** in 2374. Arturis estimated only 10 - 20000 individuals escaped. (*Starship Log: 'Hope and Fear'* [VOY]) **SEE FILES 15, 18, 58, 71**

▶ **Arturis's people were a humanoid species, distinguishable by their enlarged cranium. Arturis exhibited considerable linguistic skills.**



Species 125 **Delta Quadrant Borg Queen's** species of origin. The Queen admitted to **Seven of Nine** that her pedigree was humble, but the collective provided her, and all drones with a greater destiny. (*Starship Log: 'Dark Frontier'* [VOY]) **SEE FILES 15, 38, 52, 71**

▶ **Species 125 were a humanoid species with few notable features, according to the Borg Queen.**

Species 149 Species with sophisticated medical capabilities who provided the **Borg** with techniques to resuscitate drones as much as 73 hours after the onset of death. This process also resurrected **Neelix** in 2374. (*Starship Log: 'Mortal Coil'* [VOY]) **SEE FILES 15, 71**

Species 180 [Ferengi] Profit-driven, self-obsessed, warp-capable humanoids from the **Alpha Quadrant**. The **Borg** assimilated at least one individual, **Damon Torrot**, from Species 180. Campaigns to totally assimilate Species 180 have not been detected. (*Starship Log: 'Infinite Regress'* [VOY]) **SEE FILES 14, 15, 71**



▶ **Neelix was relieved to be told by Seven of Nine that the Borg had no intention of completely assimilating his species.**

Species 259 Omnicordial life form assimilated by the collective in **Galactic Cluster 3** whose technological distinctiveness included a revolutionary pattern duplication strategy that made it possible for the **Borg** to create nearly unstoppable autonomous regeneration sequencers. (*Starship Log: 'The Gift'* [VOY]) **SEE FILES 15, 71**

Species 262 Ancient civilization assimilated by the **Borg** in approximately 2145 because their myths spoke of a mysterious substance that could "burn the sky." The Borg believed this to be the **Omega Molecule**. (*Starship Log: 'The Omega Directive'* [VOY]) **SEE FILES 15, 71**

Species 263 Second of 13 species assimilated by the **Borg** during their quest for the **Omega Molecule**. Information from **Species 262** led to Species 263, who believed the Omega Molecule was a drop of their God's blood. (*Starship Log: 'The Omega Directive'* [VOY]) **SEE FILES 15, 71**

Species 329 [Hazon] Combative and nomadic **Delta Quadrant** group whom the **Borg** encountered in the **Gand Sector**, grid 6920. Species 329 was not assimilated for fear of downgrading the perfection of the collective. (*Starship Log: 'Mortal Coil'* [VOY]) **SEE FILES 15, 18, 71**

Species 521 [Shivolian] A warp-capable **Delta Quadrant**, civilization. An unassimilated Shivolian visited the **U.S.S. Voyager NCC-74656** in 2376 and was correctly identified by **Naomi Wildman** as a member of Species 521. (*Starship Log: 'Survival Instinct'*) **SEE FILES 15, 52, 71**

Species 571 **P'Chan's** people. Species 571 were family-oriented and worshipped a supreme-being, named **Brothara**, who had rules for handling the dead. P'Chan was in **Seven of Nine's** **unimatrix**. (*Starship Log: 'Survival Instinct'* [VOY]) **SEE FILES 15, 52, 71**

Species 3259 [Vulcans]

Targeted by the **Borg** for their advanced **neocortex** and logical thinking patterns. The relatively few members of Species 3259 in the collective are assigned jobs emphasizing analytical skills. (*Starship Log: 'The Raven'* [VOY]) **SEE FILES 8, 15, 71**

▶ **The U.S.S. VOYAGER NCC-74656's Vulcan security officer, Lt. Commander Tuvok, was assimilated into the Borg collective in 2376. He was later retrieved by his shipmates.**



Species 4228 [Hazari] An ultra-violent, though extremely practical warp-capable **Delta Quadrant** species who function as bounty hunters. The **Borg** have assimilated some Hazari and rate them as superior tactical drones. (*Starship Log: 'Think Tank'* [VOY]) **SEE FILES 15, 18, 40, 71**

Species 5174 Warp-capable humanoid civilization. **Seven of Nine** and **Tuvok** encountered the ritualistically butchered remains of a member of Species 5174 on a small ship after he or she had become **Hirogen** prey. (*Starship Log: 'Hunters'* [VOY]) **SEE FILE 71**

Species 5618 [Humans] The **Borg** assessed this race from the planet Earth as having an undersized cranium and an unimpressive physiology. Despite these deficiencies, Species 5618 successfully resisted repeated assimilation assaults and delivered crippling blows to the Borg. (*Starship Log: 'Dark Frontier'* [VOY]) **SEE FILES 7, 15, 69, 71, 79**

▶ **Captain Jean-Luc Picard is just one of the many members of Species 5618 to be assimilated by the Borg.**

